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Scale walls, set traps, search and hide bodies, swim, and breathe underwater using a bamboo reed.

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BIRTH OF THE STEALTH ASSASSINS

Live by Honor. Kill by Stealth.

CONTENTS

O C T O B E R 2000





From the central control nexus of the Australian Station media empire, Editor In Chief James Cottee shares his wisdom on the amazing world of PlayStation gaming

6 UPDATE

The latest PlayStation news from the furthest reaches of the globe. Read all about Sony's networking strategy, Tomb Raider 5, and the unfortunate delay of the PS2...

12 COMPETITIONS

Three awesome comps this month: You can win the espionage adventure Chase The Express, the cartoon mayhem of Team Buddies, or a large quantity of gum!

14 DVD

All the latest DVD reviews. Read all about Gremlins, Girl Interrupted, Glory, Midnight Run and more!

18 MULTIMEDIA

From the fringes of the media come some of the strangest and most entertaining things you can see or read: Behold cyberpunk Batman, giant robots from Japan, and more besides.

20 PLAYSTATION 2 FEATURE

Behold! The dawn of the PlayStation 2 era is almost upon us, and to honor the occasion every major software developer on the planet has done their best to create the most astounding games money can buy. In this special preview

feature read about some of the most impressive games due out for the PS2s debut, the amazing new technologies they'll employ, and learn every reason there is for you to buy them all!

37 PREPLAY

38 Final Fantasy IX

46 Driver 2

48 Tenchu 2

50 Alone In the Dark 4

52 Wacky Races

53 Matt Hoffman's Pro BMX

54 Medal Of Honor Underground

54 Star Trek Invasion

55 Spider Man

55 Jerry Lopez Surf Riders

56 TOP 20

The latest statistics from across the land on who's buying what on the PlayStation. Compiled by the Inform research group.

57 PLAYTEST

58 Rayman 2

62 TOCA World Touring Cars

66 Chase The Express

68 Infestation

70 Team Buddies

72 X-Men

74 ReVolt 2: RC Revenge

75 Evo's Space Adventures

77 The Misadventures of Tron Bonne

79 Ballistic

81 Final Fantasy VIII Platinum

82 Cool Boarders 3 Platinum

82 X Files Platinum

83 Spyro 2 Platinum

83 Tarzan Platinum

84 FEEDBACK

If you've got some burning issues festering in your brain about the PlayStation, the games industry or indeed the magazine you currently hold in your hands, then our letters column is the perfect place to air them.

88 HELPSTATION

You want cheats? We have cheats. If we don't have the ones you want, then write in to Miss Nurse and we'll see what we can do.

92 BUYERS' GUIDE

To make your game shopping that just little bit easier we've compiled the top five games worth buying in every category. We also have a rundown of our reviews from recent months, for those who came in late.

96 CRITIC'S CIRCLE

Here the Station team examines the serious issues that plague the games industry. This month, we examine Sony's strategy for the PlayStation 2, and how this will affect the consumer electronics industry as a whole.

98 NEXT EDITION

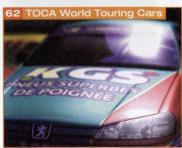
The king of kickflips returns next month, with the release of Tony Hawk's Pro Skater 2. Also there's the ninja action of Tenchu 2, the oddness of Monster Rancher, and some game called "Driver 2," which is probably about cars. Looks like fun!













Station .

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That sword handle looks a bit like a, well, you know...



ALL THE TIME IN THE WORLD

Pragmatism must be the order of the day.

In light of Sony's recent declaration of the Australian PS2 launch date and price, it would be understandable to be bitter. Delayed by more than a month, and now at the price of \$749, things at first glance seem to be worse off.

But a brief examination of the figures reveals that they largely cancel themselves out. If it's coming out a month later, then we have an extra

month to save up the difference in the price of the console. It also means that at launch we'll get more games in one hit, as titles planned to come out a month after the PS2 itself suddenly become launch titles.

Besides, the anticipation of the PS2 will inevitably prove to be better than the real thing. It's a simple fact of life.

> James Cottee Editor

MEET THE AUSTRALIAN STATION TEAM

Meet our hardened team of video game verterans



James Cottee

Specialises in: Strategy, action, retro, and various witty remarks.

Currently hooked on Terracon



Rod Gall

Specialises in: Shooters. adventure games and wry looks.

Currently hooked on Bushido Blade



Kevin Cheung

Specialises in: Sports, racing, shoot 'em ups and obscure anime trivia.

Currently hooked on Dead or Alive 2



Andrew Rogers

Specialises in: Cheesy music, cheesy games and cheese

Currently hooked on Team Buddies



Leon Trante

Specialises in Racing, fightin philosophy, and pong.





Peter Hart



PlayStation Update

NEWS AND INFORMATION

All the lastest in current events from the world of PlayStation



PlayStation 2 DELAYED!

Sony's new console won't reach Australia until November 30!

n a move that was hardly surprising, but none the less disappointing, Sony Computer Entertainment has pushed back the Australian release date of the PlayStation 2 from October 26 to November 30. The main reason for this is the difficulty Sony has had in producing enough PS2s to meet demand. In terms of the Western launch of the console, which was declared at E3 to be simultaneous worldwide, the United States was always going to have top priority, and is still on track for October 26.

Australia's fate in the global video game market is always tied to Europe because we use

the same

video

confirmed for launch,

(PAL), so when SCE Europe announced that their PS2 launch was being pushed back to November 24 we knew we were in trouble.

Looking on the bright side this means that the local launch of the console is sure to be a success, as sticking to the original, unrealistic schedule would have resulted in product shortages, unhappy customers, and worst of all bad PR. Also this way we'll be getting all the games planned for October and November in one hit. There have been over two dozen games

and over 40 will be available by the end of the year. This represents the single biggest lineup of launch titles in history, and will include many high quality and long awaited titles like Tekken Tag Tournament, Ridge Racer V and The Getaway.

Besides, this is still better

launch of the Dreamcast last year, which slipped by a whole two months. If everything goes off as planned Sony will own this Christmas, and have a huge installed base of loyal users by the time the X-Box and the Starcube get around to launching late next year. This can only be a good thing.



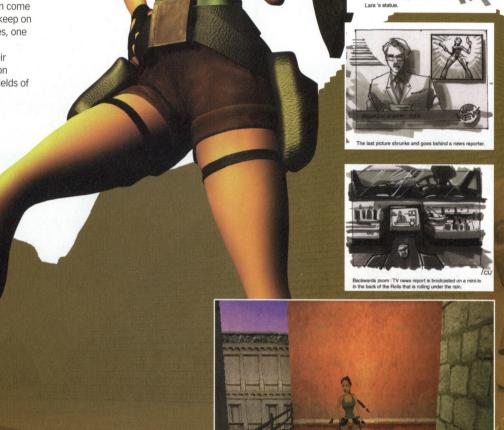
Tomb Raider 5 announced

Is the Lara Croft craze wearing thin?

In perhaps the least anticipated announcement of the year, Eidos have let slip details on Lara Croft's fifth adventure on the PlayStation, to be called Tomb Raider Chronicles. To feature more enemies and weapons, improved level design and graphics, and the return of the 16 year old Lara from Tomb Raider 4, this new, yet largely redundant game is due out in December and will be Lara's last adventure on the PlayStation.

Tomb Raider 4 ended ambiguously, with the player uncertain if Ms Croft was killed. This new game will begin at her funeral, where her friends and loved ones are reminiscing about her past adventures. This will be used as a device to link a series of widely different levels together from across the globe and the full stretch of her grave robbing career. Is she really dead, though? Lara-philes will have to play the game to find out

While the existing Tomb
Raider franchise will soon come
to an end, Eidos plan to keep on
Lara in a new game series, one
that will push gaming
expectations beyond their
presently staid PlayStation
limitations in the fertile fields of
the PlayStation 2.



Sony works connections

Electronics giant Sony plans to integrate its electronic products.

In the very near future, Sony is planning to start allowing all of its diverse range of products to interconnect. Sony's long running strategy of product diversification is paying off, and has a much better chance of succeeding in dominating this emerging market than other companies that may not share Sony's unique market spread. The Japanese electronics giant plans to bring this new order about through its existing interests in digital televisions, portable units such as mobile phones, personal computers, and of course the PlayStation 2.

"That gives us four windows into the

network age," said Sony President Kunitake Ando recently. He went on to explain how Sony's ownership of content providers such as Columbia Tristar movies and Sony music fit into the scheme, giving a competitive edge to their hardware products, presumably through enhanced functionality that only a nexus between the two would support.

"We will establish a new business model that melds content and hardware," Ando triumphantly declared, going on to assert that this new co-operative strategy is "the fruit of a strategy we have been working on since last year, to fuse our audiovisual efforts with information technology."

What this means to the end consumer is that when the Federal Government finally works out how it wants to handle the digital TV revolution, sony will be lying in wait with a plan to take over your living room and your life. You'll be able to play network games between your PC and your PS2, you'll be able to use the hard drive in your PS2 as a cyber-VCR, and of course you'll be able to do your internet shopping over the phone.

The potential will only be limited by Sony's imagination, which thus far has been surprisingly fertile.

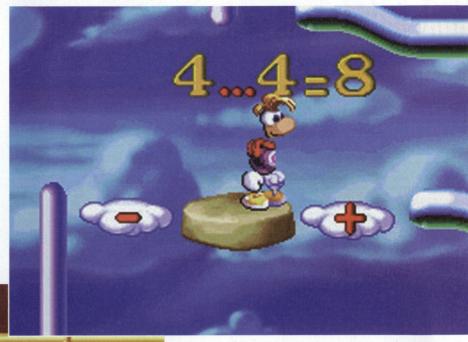


Rayman Kids

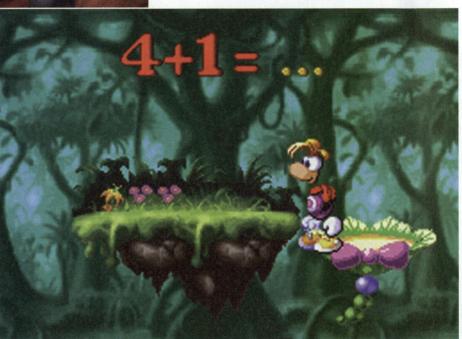
French platform game series gets educational

n a move to increase the visibility of their mascot, and also to break into the market for "edutainment" software, Ubi Soft will be releasing a series of educational products aimed at young children. They'll all feature Rayman, which the player, young or old, will use to solve simple problems in the fields of maths, logic and so forth.

These titles appear to use the game engine from Rayman 1, which generates a colourful two dimensional environment that looks like a child's story book come to life. What educational value these games will have is as yet unclear, but we'll bring you full reviews when more comes to light.







Sony chooses Australian e-commerce partner

SAP to make online PS2 purchasing a reality

Sony Computer Entertainment Australia have decided on the backbone of their "e-tailing" strategy for the PlayStation 2. PS2s will be available to buy online from PlayStation.com thanks to a mySAP.com off-the-shelf solution. The deal will cover not only the installation of Sony's website, but also the data warehousing behind it and the call centre that customers will interact with to ask questions about their orders. The whole system will be in place in time for the launch of the PlayStation 2, and is expected

to be a key part of the sales strategy behind the new games machine.

The site will offer consumers the full range of options they've come to expect from online stores, such as a virtual shopping cart and the ability to check what's in stock. Michael Ephraim, head of SCE Australia, had this to say about the deal: "We chose SAP for its capabilities to provide a totally integrated solution, which we believe will successfully support PlayStation.com's entry into the business to consumer retailing space." SCEA

also uses SAP for its back-end operations, so the new system will integrate smoothly with its existing distribution systems.

The official PS2 web store in Japan has been a huge success. It received over 600,000 hits in the first two minutes it was online, and of the almost one million orders placed in the first week, a third were through the web site. Online retailing has taken off faster than anyone has expected, and Sony's embracing of this trend has, so far, been to the benefit of everyone involved.



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FROM THE **CREATORS OF FINAL FANTASY**





SQUARESOFT



The World Body

Nike's Olympic web site to host interactive events

o coincide with the hype juggernaut of the Olympic Games, Nike has taken a refreshing tack in revealing down-to-earth information on some of their sponsored athletes. The World Body at www.nike.com/2000 is an encyclopedic look at dozens of athletes from 14 countries, and in a progressive move is available for viewing in eight languages.

From September 1 to October 14 it will be hosting the interactive multimedia event The World Body... Blood & Guts. The site will be divided into Skin. Eardrum, Tongue and Spine sections to allow web surfers to interact directly with the athletes themselves.

There will be exclusive audio interviews and pictures from their personal albums, and the Eardrum will broadcast web radio 24 hours a day. Users will be able to upload questions via the tongue and have them answered over the continuous webcast of Radio Free Sydney, interspersed with the works of international DJs and live on-thestreet reports. Athletes like Cathy Freeman, Kyle Vander-Kuyp and Lauren Jackson will become acessible to the common man, if only for a few weeks, so for sports fans this will be an opportunity not to be missed



The Strangest Freebie

Bite Me ...and be spoilt! (Quality Biscuits)

Delicious! Luxurious!
Audacious! These words and more are highly appropriate in describing the new line of Bite Me (...and be spoilt!) biscuits from Luken & May. This high quality product range is targeted at biscuit connoisseurs, persons of distinction who want nothing but the best from their impulse snack purchase.

Using nothing but the highest quality ingredients, each Bite Me biscuit has been designed from the ground up to be the ubersnack, triggering every taste bud in its mission to send

waves of oven baked pleasure crashing through your brain. They come in five decadent flavours: Fig Fetish, Cherry Red, Black & Blue, Hearts Desire and Wild Seed.

100% Australian owned and operated, Luken & May are your only choice for patriotic snack foods. Forget the traitors at Arnott's and the grinning visage of Dick Smith, now Coles stores across the land can supply you with a biscuit more Australian than you are!

If you want to dunk something in your coffee that's bold, funky and flirtatious, then look no

further! For daring to give the customers what they want, we proudly declare Bite Me (... and be spoilt!) biscuits The Strangest Freebie of the Month!

We would also like to announce that The Strangest Freebie column has now officially Sold Out. If you represent a provider of goods or services, all you have to do is give it to us for free and we'll flog it to within an inch of its life. Now's never been a better time!

N.B. We give preferential treatment to expensive electronic goods.





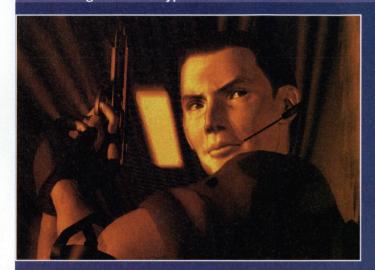
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Competions

This competition will close on the 15th October 2000

CHASETHEEXPRESS

Under Siege 2 meets Syphon Filter!



Action, adventure, excitement and puzzle solving all meet head-on in the explosive new game Chase The Express! Battle an evil army of nasty terrorists that have taken over a moving train! It's Sony's biggest release this month, and to set things off with a blast they've given us five copies of the game to give away. The thrills, the spills, the motion sickness can be yours!

In order to win a copy of this impressive PlayStation release, all you have to do is answer the following question:

Which foreign high speed train will the Very Fast Train link between Sydney and Melbourne be based on?

Write the answer, along with your name and address on the back of an envelope and send it to:

CHASE THE EXPRESS COMPETITION

C/O- Station Magazine 78 Renwick St Redfern NSW 2016

TEAM BUDDIES

Madcap multiplayer mayhem!



Now you and up to three buddies can wage explosive wars against one another from the comfort of your own home, thanks to this new action game from Psygnosis. Use shotguns, bazookas, flame throwers and stealth bombers in a gaming experience which is exactly how you'd imagine a genocidal civil war in Legoland. It's more fun than a barrel of Cubans, and it could be yours to keep because we have five copies to give away!

All you have to do to win a copy of this multiplayer masterpiece is answer the following question:

What common household item would be more fun if it was inflatable?

Write your answer, along with your name and address on the back of an envelope and send it to:

TEAM BUDDIES COMPETITION

C/O- Station Magazine 78 Renwick St Redfern NSW 2016 Australia

STIMOROLGUM

It's gum. Chewing gum. It has real fruit for fruity goodness, and we're giving away a box of this fine product to five lucky readers. To sweeten the deal, we're also throwing in a free PlayStation game!

To win, all you have to do is find where else this image of Stimorol appears in the magazine, and write its exact location on the back of an envelope along with your name and address and send it to:

STIMOROL COMPETITION

C/O- Station Magazine 78 Renwick St Redfern NSW 2016 Australia



and the winners are...

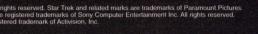
JEDI POWER BƏLLLES COMP! MƏJOR PRIZES; CHƏRLES GLƏSGOW (QLD), EMMƏ DƏVIES (DIC), DEREH BROWN (NSW), SƏRƏH CLƏRHE (NSW), SIMON HƏNISCH (SƏ) JƏSON NEW (NSW), BUNNERS UP; RHYS EMMONS (WƏ), B MURPHY (ƏCL), QUOC NGUYEN (SƏ) JƏSON NEW (NSW), GUS CƏRROZZƏ (NSW)

STAR TREK 51nvasion



INTERGALACTIC COMBAT GOES WARP SPEED!









ACTIVISION.



All of the latest in video entertainment



Baraka

Not so much a conventional movie as stock footage elevated to an art form, Baraka is an extended video clip into the farthest reaches of the human psyche. Shot in 24 different countries around the world on 70mm film, it has no narrative at all, and instead sets out to capture the viewers' imagination with astounding imagery. There's some sort of message in there about Mankind's foolish tendency to damage the environment he is a part of, but it does not intrude on the films efforts to captivate its audience.

Features: Dual ratio disc, Theatrical trailer, Two different making-of featurettes, Interviews with director Ron Fricke, producer Mark Magidson, composer Michael Stearns and supervising producer Alton Walpole.

CONTENT: 7/10 DISC: 8/10









Dead Calm

Starring Sam Neill, Nicole Kidman, and Billy Zane this would have been both captivating and horrifying even if it wasn't meant to be a thriller. Neill is a veteran of cinematic horrors like In The Mouth Of Madness and Bicentennial Man, and is cast well as a naval officer trying to escape the memories of the recent death of his son with wife Kidman on the open sea. Nicole isn't bad for window dressing either, but the real star of this movie is Zane, playing the mutinous, murderous madman who killed his crew and has the molestation of Kidman at the top of his agenda. With next to no interaction from other characters, this is a psychological thriller of the first order.

Features: None.

CONTENT: 7/10 DISC: 1/10





Glory

What kind of movie has Matthew Broderick cast along side Denzel Washington and Morgan Freeman? Easy, a dramatisation of the story of the 54th Regiment, the first ever black military unit in the US army. The American civil war is an excellent backdrop for a story about triumph over the evil within us all, and military buffs should get a kick out of the authentic portrayal of epic land combat in the 19th century. Glory won three Academy Awards, though sadly none were for Broderick's uncanny performance as a foppish dandy.

Features: Dual layer disc, Deleted scenes, Audio Commentary by director Edward Zwick, Isolated soundtrack, Three different makingof documentaries, Theatrical trailer, Talent Profiles, Trailers for The Bone Collector and Devil In A Blue Dress.

CONTENT: 8/10 DISC: 9/10





Lover is an intelligent, sensuous and bastard-rich black comedy that has more double-crosses than Federal Parliament and more raunchiness than you can easily imagine. It starts as a bizarre love quadrangle at a respectable advertising agency, and ends up as a mad dash for double-indemnity insurance. Who will be the last non-murdered person standing? What does any of this have to do with The Sound Of Music? Or a church-going pianist who's a master with his organ? If you're a Noir fan you may just want to find

Features: Dual ratio disc.







Gremlins

On the surface this is just another special-effects laden family blockbuster chock full of adorable puppets and two dimensional characters. But director Joe Dante has created a tightly structured and symbolic critique of modern America's dependence on labour-saving gadgets. When a good-natured young cartoonist in a sleepy little American town gets a "mogwai" for Christmas, he finds that abuse of its use and care instructions soon results in an army of nocturnal creatures ransacking the neighborhood and turning the machinery of progress into instruments of torture. With numerous references to the 50s horror movies that inspired it, and a mostly speechless cast of villains that are more interested in doing evil things for the sake of it than advancing their own schemes, Gremlins is more watchable than ever.

Features: Dual layer disc.

CONTENT: 9/10 DISC: 5/10



Midnight Run

Robert De Niro is Jack Walsh, ex cop and bounty hunter. Charles Grodin is Jonathan "The Duke" Mardukas, a mildmannered yet smart-arsed accountant who's made the mistake of stealing \$15 million from the mob. The FBI want the Duke so he can testify. The Mafia want him so they can fit him for concrete boots. Walsh would like nothing better than to escape his life of life-threatening drudgery, and to do this he has less than a week to ferry the Duke from New York to LA to collect the hundred grand on his head. Of course Walsh and his charge have very different personalities, and the whole world is coming down on their heads, so how can hilarity not ensue?

Features: Dual layer disc





The Searchers

Shot in glorious Technicolour(tm), this classic western features John Wayme in one of his most powerful roles. Wayne, the original cowboy with a gut, plays Ethan Edwards, veteran, rancher and all-around bad-arse. When Comanches burn his farm, kill his family and kidnap his niece for indoctrination into their degenerate and un-American nomadic lifestyle, he vows to stop at nothing to find her and bring her back. His quest takes him across the widest reaches of the North American continent and into the deepest recesses of despair. This isn't just a western, it's an odyssey into the very essence of humanity. It also has John Wayne blowing away injuns and cracking one-liners, so you can't go wrong. Features: Dual ratio disc,

Theatrical trailer

CONTENT: 9/10 DISC: 6/10









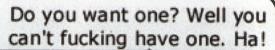
VHS CENTRE:

Batman Of The Future The traditional vision of Batman depicts Gotham City's sworn defender defeating criminals and the criminally insane in the present day. But what if we were to turn the clock forward 50 years? This question is asked by the new animated series Batman Of The Future (broadcast as Batman Beyond in the US). The dark, gritty feel of Gotham is retained, and amplified by a veil of cyberpunk apathy and despair. To match the abilities of the technocriminals of the future, Batman has traded in his spandex for a computerdriven smart suit. He can now turn invisible, fly, see infra red and has the strength of ten men. The only problem is that the now octogenarian Bruce Wayne is too old to run around fighting crime, so he gets a high school kid called Terry McGinnis to do it for him. His errands include fighting killer androids, evil AI systems and radioactive executives. This series has just about everything you could want, and we'll be keeping a close eye on the movie when it comes out in the US later this year.





ON THE WEB: www.ukresistance.com
A highly amusing and moderately thought
provoking web site that challenges the corporate
hype of the video games industry. It was founded by
a gaming enthusiast disgusted with Sega's attempt
to self-destruct via the mismanagement of the
Dreamcast, but his attention is increasingly devoted
to the PlayStation 2, and how Sony may not be
entirely truthful about their intentions for the new
machine. Most of his concerns apply to our market,
such as the low priority Sony has given to shipping
PAL machines, and even the Britain-specific
ramblings are still fun to read anyway.







ANIME CENTRE: Neon Genesis Evangelion

If you haven't checked this one out yet, then you really should get a move on. It's a rare thing when a decent anime series is released locally in subtitled form, and when it's one of the best TV shows ever, then all the better!

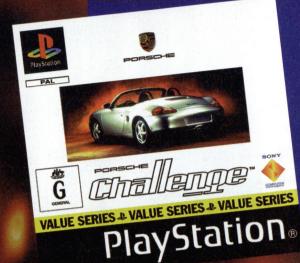
Join the adventures of Shinji Ikari, troubled adolescent who is selected to pilot a gigantic Eva robot against the mysterious beings known as "Angels" (which resemble the prizes found inside Kinder Surprises). Featuring high levels of action, despondancy and fan service, Evangelion represents the zenith of animated entertainment.

If there's any reason to hold back on your inevitable purchase of this fine series, it's that the local release of the first DVD has been confirmed for November. If the PS2 is your first venture into the world of DVDs, then what could be a better title to kick off your collection?

Hot Price on Hot Games

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metal eeah solid s

PS2 FACTS

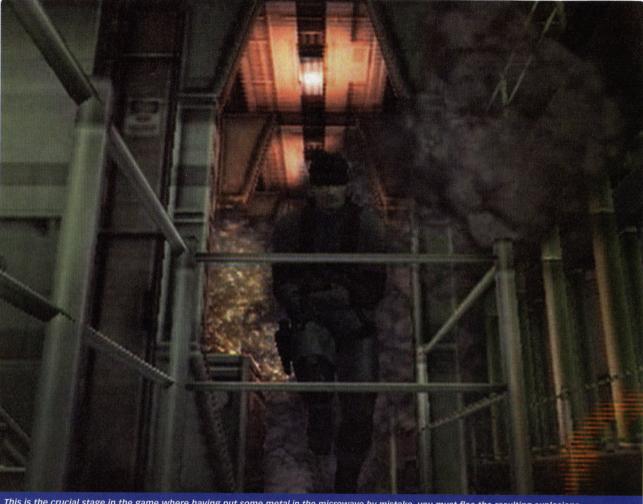
- Publisher Konami
- Developer **KCEI West**
- Genre Action/Adventure
- Release Date 2001
- **■** Players One

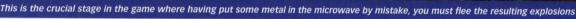
PROGRESS REPORT

- **Positive Points ♦** Jaw-dropping military
- choreography **♦** Excellent style and artistic
- direction Solid Snake is bad-ass

Negative Points

♦ Treble-heavy machine gun effects are about the worst thing about it









Snake is big on correct thunderstorm saftey

etal Gear Solid needs no introduction. Its reputation within the industry as one of the singularly most innovative games of the 32-bit era is preceded only by the masses of mainstream and hardcore fans who gush with automatic thoughts on their shared experiences in virtual espionage.

Not unexpectedly, Metal Gear Solid 2: Sons of Liberty is one hell of a highly anticipated game. Never mind the predictable media hoopla and hype that surrounded its E3 debut earlier this year - as a game by itself, the game promises to resolve the massive bombshell that was dropped at the conclusion of the previous chapter: that Liquid Snake is not the only brother, and that the genome conspiracy

reaches as far as the American presidency.

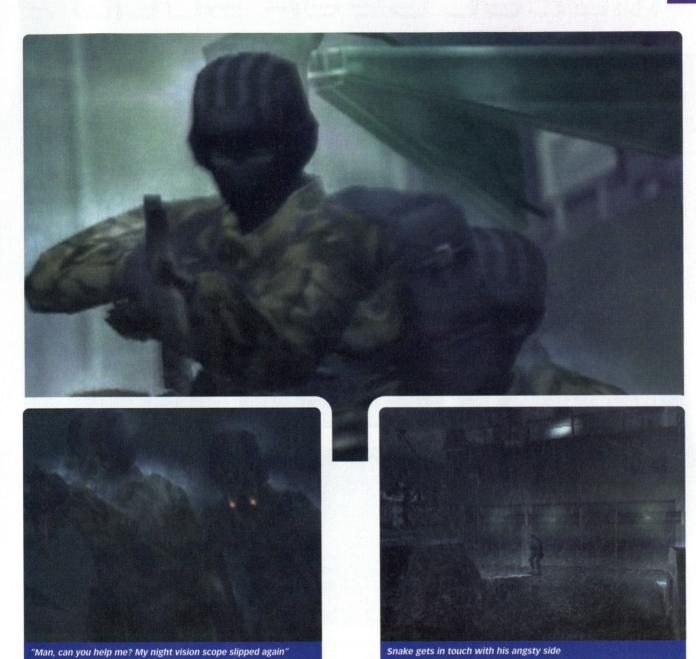
No, this is not some wannabe X-Files rip-off where the President authorised some terrible operation, if that's what some of you newbies are thinking. The President IS one of the

But that's not the only reason we're excited about this sequel. Truth be told, even though games like Ridge Racer V and Tekken Tag Tournament are extremely playable, they don't represent much of a change in design or gameplay. Great for kids and some mainstreamers, yes, but a little insulting to the taste and intelligence of even just this current generation of gamers.

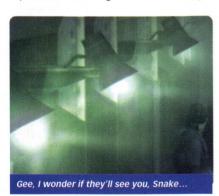
Metal Gear Solid 2 looks to be a "real" sequel







- with an actual advance in the storyline, and discernible improvements and additional features to the gameplay. The visual improvements offered by the PlayStation 2 is also a big help, and it appears to be the first game to make use of the PlayStation 2's impressive line of next-gen talents. At the very



least, Metal Gear Solid 2 is shaping to be the first PlayStation 2 game that you can look at, then confidently stand up and say "there's no chance in hell any other system can do that". Not even my Athlon 1GHz with a GeForce 2.

This is also as distinct from franchises that are going to beat the dying PSX horse for all its worth. Dino Crisis 2 and Tony Hawk 2? On PlayStation 1? Come on. You don't honestly expect to be THAT blown away, do you?

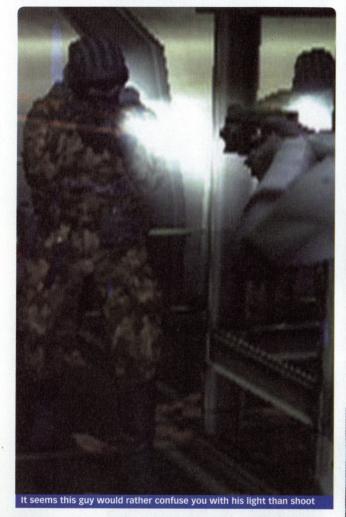
The new footage that's been made available of Metal Gear Solid 2 is a real heart-stopper. No amount of superlatives can do justice to exactly how fantastic the game looks, save to say that I've watched through it about twelve times already, and I'm still not sick of it.

Here's the story that's been revealed so far. The Metal Gear Rex is no longer a secret. Since the conclusion of Metal Gear Solid, its technology has been traded between nations quite rapidly through the black market, meaning that any industrialised country can have one of those

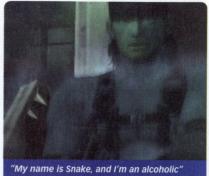
incredible robots of war. In response, a new Metal Gear was designed to neutralise the Rex models.

This new Metal Gear is the focus of the story. The technology is still secret, it's being covertly transported by ship into New York, and a military team is trying to capture it. Solid Snake's role in











At least he won't get shot by that nasty dust



"Spread out, men! Don't cover your backs!"



Nothing but net

the game is to ensure the Metal Gear doesn't fall into the wrong hands. His return is accompanied by a few other familiar faces - Otacon and Revolver Ocelot, who's sporting two hands once

The initial footage places you on the ship's deck with Snake. Rain is bucketing down on him, and it looks unbelievably real. We're not talking about some cheap texture overlay - we're talking about each and every particle of rain rendered and animated in real-time. As you watch Snake crawling and sneaking his way to the side entrance, the individual raindrops can be seen splashing against his clothes - wind also blowing pockets of rain into the side of the cabin, giving it that wave effect you see on the ground during torrential rain.

Inside the ship is a completely different story. The interior architecture is brilliantly complex, where the dim lighting allows the game to show off the PS2's impressive real-time lighting effects. Guards patrol every corner, the flashlights from their assault rifles casting telltale shadows across the ground for you to detect. A close eye has to be kept on Snake's own shadow - if it creeps too far around any



Try shooting at the legs, Snake

corner, a guard beyond your field of vision just might see it.

Amidst the brilliantly orchestrated military maneuvers (the soldiers have complex hand signals and side-step warily through each room), one can't help but notice all the tiny little details that show how much effort has been put into coding the game.

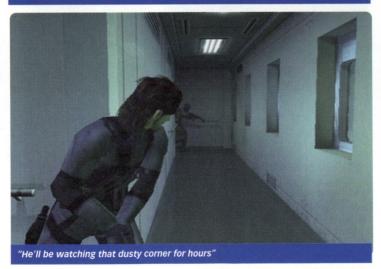
During the blazing shoot-outs, bullet casings can be seen bouncing all over the ground as splatterings of blood smear across the walls with each fallen soldier. A shoot-out in the kitchen will end up shattering dozens of glass jars just like in a John Woo movie, knocking over boxes of potatoes and spilling cooking fluids all over the ground. Another shoot-out by a stairwell will also see several bullets puncture a glass panel, which ultimately shatters into thousands of tiny shard of glass that rain over Snake as he crouches beneath it. Not even an unassuming fern is safe - a wayward bullet can sheer off a singular leaf from the plant... which has us wondering if this is overkill. Still, they're on schedule to complete the game, so we're not complaining.

There are so many subtle details in this game



"How do you get into those pants?"





that it's impossible not to be a little excited about it. Snake, for instance, will always pull some facial expression with each move.

Nevermind the predictable gritty teeth when he's firing his machine gun, he'll even bite his lip when checking what's around the corner; or squint ever so slightly as he casually reaches for an extra clip in his back pocket.

Bottom line, Metal Gear Solid 2 is the juggernaut everyone has their eyes on. Yes, the race is on for developers to create the first triple A titles for the PlayStation 2. And yes, the race

has been on for a good few months as far as this 128-generation 'console war' is concerned. The Sega Dreamcast doesn't pose much of a threat with its meagre 30,000 Australian user base (a most generous estimate), but the X-Box and Starcube certainly do. One great game like Metal Gear Solid 2 could make all the difference. Whether you're a system advocate or just someone who wants to play the best games, this is a game worth hoping and praying about.

Kevin Cheung

MHO'S HIDEO?

Who's Hideo?

Hideo Kojima is the brains behind the Metal Gear saga, having as much hands-on creative control over his games as other titans in the field like Shigeru Miyamoto, Peter Molyneux and Hironobu Sakaguchi. He leads his own team of developers within Konami's KCEJ West division. To the Western world, his previous works have all been Metal Gear-related. The first two Metal Gear games appeared on the MSX, and were later ported to Nintendo's 8-bit NES. Hideo also created a cyberpunk thriller called The Snatcher for Sega's Mega-CD. Unfortunately, it was never released in the West partly due to the controversy surrounding the game's portrayal of violence. So what else is Mr. Kojima working on? A groovy little number for the PS2 called Zone of Enders - or ZOE for short. It's being worked on by the same team that's developing MGS2, with character designs by Yoji Shinkawa and mecha designs by the same person behind Gundam and Brain Powered. Did someone say "mecha"? Yes that's right - ZOE looks like Neon Genesis Evangelion on steroids with its fluid flying mecha. ZOE is yet another big project from Mr. Kojima to look out for.

THE MƏTRIK WƏS ONLY THE BEGINNIN G?

Metal Gear Solid 2 is pushing new boundaries everywhere, and it's not just in terms of technical or graphical excellence. A great deal of cinematic direction has been factored into the game. Like The Matrix, this game is more proof of the tangible combination that can be made between special effects and traditional Hollywood filmmaking. That's as opposed to the 99% CG guff of The Phantom Menace. In one particular scene, Snake is in a shoot out with the leader of the invading team. The amazing choreography could seriously put most action films to shame as she deftly fires a projectile at Snake (complete with heat-trails and motion blur) while catching her gun and taking aim. The battle that ensues takes place in the rain, complete with a giant canvass flapping around in the gale as a distraction.



ON

PS2 FACTS

- Publisher
 Jack Of All Games
- Developer Bungee
- Genre Action
- Release Date
 November 2000
- Players One

PROGRESS REPORT

Positive Points

- ♦ Cool character designs
- ♦ Intriguing hybrid combat system

Negative Points

- ♦ Could be a bit
- shallow

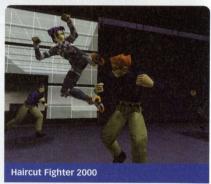














This novel new action/adventure game from Bungee is already looking like being unique among the PS2s launch titles. Borrowing heavily from anime classics like Bubblegum Crisis and Ghost In The Shell, it paints a grim dystopian picture of Tokyo where crime is out of control and robots threaten our lives as well as our jobs. Tearing through the streets to the rescue of all that is good and decent is Konoko, not merely an elite purple-haired cop, more of a one-woman SWAT team.

The most significant way that Oni differs from games that have gone before is in the way it has combined hand-to-hand combat with weapon use. Konoko can either belt her enemies senseless with a wide array of move combos, or take them out at a distance with an impressive battery of firearms.

While this combination of gameplay styles may have been attempted before, early reports on Oni seem to suggest that they've finally got the mix right. The player can also use vehicles to explore the cavernous game environments, and face off against corporate goons, giant robots, and even demons.

The other striking thing about Oni is the visual style used. All the character designs have been styled after Japanese cel animation, and all of the buildings and environments were designed by real architects to add to their authenticity. Oni was developed simultaneously for PC and PS2, a strategy widespread among progressive software houses. Even it you're not that into Japanese cartoon shows, the futuristic setting should have universal appeal. We'll be keeping a close eye on this one as PS2 launch draws near.



summonea

PS2 FACTS

- Publisher
- Developer Volition
- Genre RPG
- Release Date
 November 2000
- Players One

PROGRESS REPORT

Positive Points

- ♦ Stunning textures
- ♦ Excellent combat system

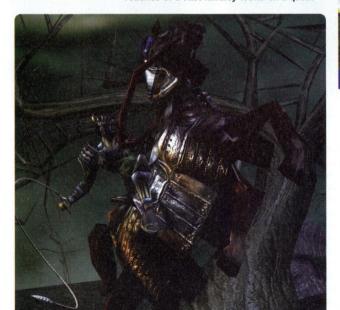
Negative Points

♦ Graphics possibly too ambitious

Swords, sorcery and ten-strings



Runtil Final Fantasy X comes out, as THQ's first PlayStation 2 game is a monster right out of the starting gate. Inspired at least in part by The Lord Of The Rings, Summoner bids the player to quest through the furthest reaches of a vast fantasy world on a quest



Just what kind of fantasy is this?



for magical rings crafted by the ancient Khosani. When used by those who have "the gift," they can call forth dragons, demons and elementals, but since the forces at work are almost impossible to control, they represent something of a threat to the public good.

This doesn't stop you, the player, from using them to further your quest. Most of the attention directed towards this game so far seems to concern the combat system. The special effects called forth when you use magic or summon a creature are quite impressive, and the melee uses an interesting hybrid of real-time and strategy factors. You can link your attacks together by judicious timing, creating devastating multi-hit combos not unlike those in Vagrant Story.

The game world is, of course, immense, and there is a great deal of dungeon crawling and city exploring that stands between the player



and victory. Every surface is blanketed with highly detailed textures, and despite all the detail the game will run at 30 frames per second, more than enough for smooth gameplay.

How Summoner fares against the traditional kingpins of RPGs is yet to be seen, but by all accounts so far there's no reason to doubt this sprawling adventure will be a hit from day one.



SPIN SPRINE COR ROCING

PS2 FACTS

- Publisher Sony
- Developer Rathag
- Genre Racing
- Release Date Late 2000
- Players One or Two

PROGRESS REPORT

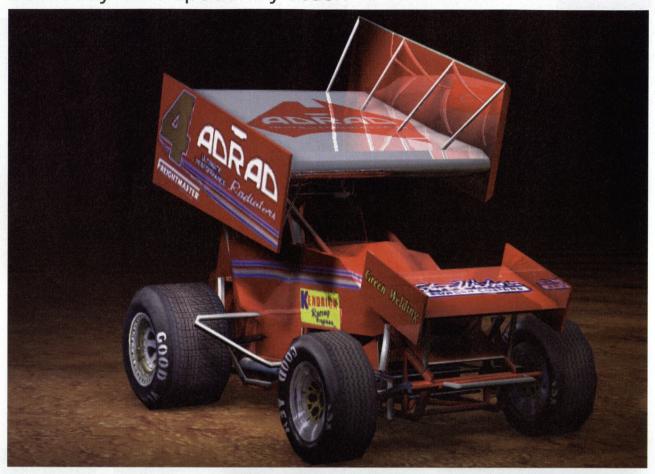
Positive Points

- ♦ It's from
- Australia! Madcap antics

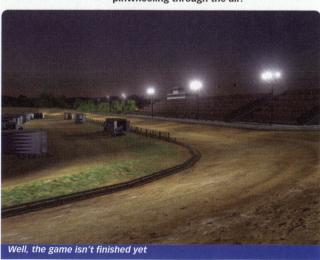
Negative Points

♦ Could be drowned out by GT 2000 hype

Devil-may-care speedway action



lways on the fringes of Australian Asociety, but always visible thanks to countless ads for speedways is the practice of sprint car racing. Massively overpowered vehicles, sprint cars have power to weight ratios similar that of formula one racers, but thanks to the confined spaces in which they're raced and the knockabout attitude of the industry, they're far more likely to crash into walls and each other. Indeed, TV advertising for the sport will typically show a string of footage of them bashing off each other before one loses control and goes pinwheeling through the air.





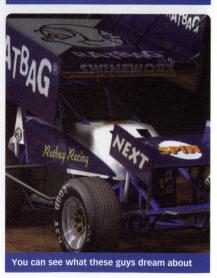
Still, it's a nice track, isn't it?

This classic past-time of ours might have gone unnoticed on the PlayStation 2 were it not for the dedicated team of programmers at Ratbag Studios. This Adelaide developer was one of the first software companies in the world to get approval from Sony to work on the PS2, and the high quality of the products they've already developed for PC was enough to convince Sony to let them loose on the development tools. Ratbag are also working on a 1st/3rd person shooter for the PS2, but at this stage it isn't due out until next year.

In the mean time it will be interesting to see how well Spin exploits the physics modeling potential of the PS2 to accurately re-create the unique spectacle of modern science that is the sprint car. The conflicting forces between the track, the car, and the giant metal fins on their roofs are bound to make for some spectacular gaming.



These are sprint cars. Red ones go faster





PH6 G6F9M97

PS2 FACTS

- Publisher Sony
- Developer Studio Soho
- **■** Genre Driving
- Release Date November 2000
- **■** Players One

PROGRESS REPORT

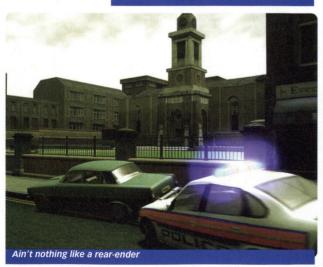
- **Positive Points**
- ♦ Huge environment to play in
- **♦** Takes Driver concept to new heights
- **Negative Points** ♦ Could be too British for its own

good

It's like The Bill would be if anything ever happened

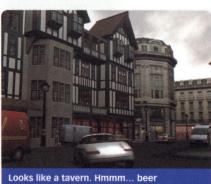


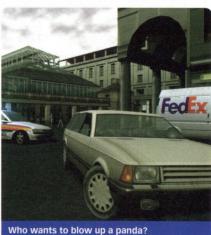




t's being touted as Grand Theft Auto 3D, but this new driving action title from Studio Soho looks like it'll leave all previous games in the genre for dead. In the past games like Driver have recreated famous cities by simulating simplified impressions of their street maps that are only a fraction of their real size and leaving most of the detail out. But The Getaway development team have accurately modeled 70 square kilometres of downtown London right down to every last post box. Cruising these streets are accurate models of dozens of different makes of real vehicles. The impression given is that overall this game is a giant step towards the goal of a simulation of a living, breathing city.

Not that they're letting realism get in the way of making the game fun to play. The game model will be similar to that of Driver, only with more outrageous stunts at the disposal of the drivers. Driving along on two wheels, that sort of thing. In all likelihood you'll be able to emulate the zany moving violations from The Italian Job. The game will be mission based, as you play a driver from the London underworld who's desire to escape his criminal past is overridden by the necessity of saving his kidnapped son. It looks like they've set out to capture that certain essence of the cinematic car chase, and it looks like they'll succeed.





SMUGGLERS RUN

PS2 FACTS

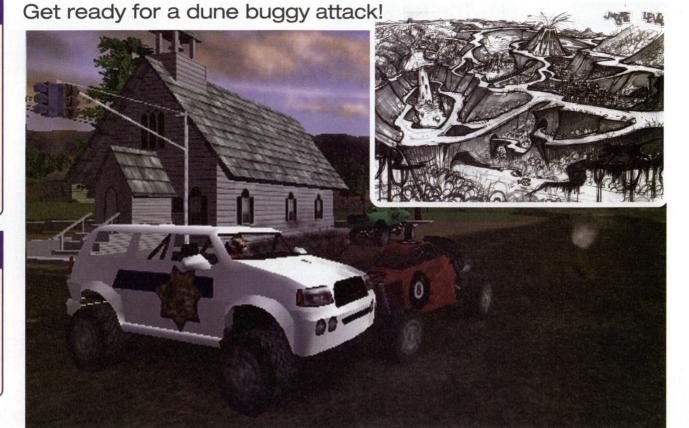
- Publisher Rockstar
- Developer **Angel Studios**
- **■** Genre Racing
- Release Date November 2000
- Players One or Two

PROGRESS REPORT

Positive Points

- Amazing physics engine
- Huge landscapes to explore

Negative Points ♦ Gameplay could be too simplisito

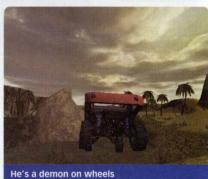


nother driving game from Rockstar, this Aone focuses more on vast rural landscapes. Huge areas of overland terrain have been recreated, out of the way places where smugglers ply their trade. The player becomes one such smuggler of nasty contraband (I wonder if they actually call it "drugs" in the game?), and you have to navigate vast distances to fulfil your complex missions like "pick up the stuff" and "drop off the stuff." The authorities and rival smuggling groups will constantly be on your case, so once again the spirit of GTA has transcended to the PS2. To their credit



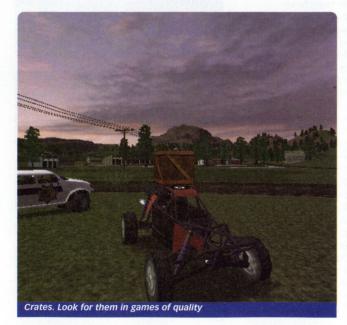
the developers have added a variety of multiplayer options, including co-operative modes and capture the flag.

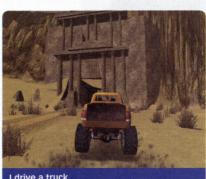
Where Smugglers Run really excels is in the driving physics on display. Neither fully realistic nor fully "arcade" in nature, the modeling employed is just convincing enough to make you think you're really there, but not so advanced that you flip your car every time you hit a cactus.



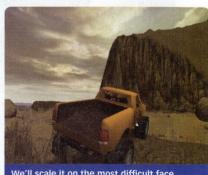
The oversized suspension systems on the vehicles you can drive are all simulated with all of their moving parts on display, and there'll be plenty of barns to drive through and fences to smash in your pursuit of a fast buck.

The question on our minds though is what they've done to make the AI respond to this game environment. Just how will the CPU react when you try to head him off at the pass?









We'll scale it on the most difficult face



time splitters

PS2 FACTS

- Publisher Eidos
- Developer Free Radical Design
- Genre Shooter
- Release Date November 2000
- Players
 One to Four

PROGRESS REPORT

- **Positive Points**
- ♦ Amazingly smooth graphics
- ♦ A wealth of options

Negative Points

♦ Gamplay may lack the complexity of more cerebral shooters like Unreal Tournament.

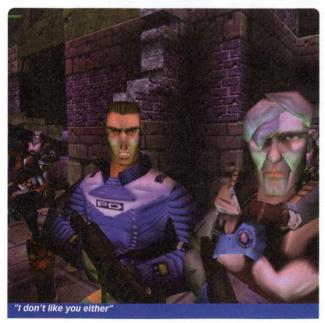












There's been a dearth of first person shooters on the PlayStation. Even the occasional hit like Medal Of Honor is subject to the PSXs technical limitations, and in the console stakes the N64 has been the only place for gamers to go for deathmatch action. This disparity will finally be reversed with the release of the PlayStation 2, as one of the launch titles will be a FPS bombshell. This new game is from a startup founded by the team that created Goldeneye, one of the most influential FPSs ever.

Time Splitters will be a first person shooter set across a century of human history, where Tommy-Gun toting gangsters can slug it out with laser wielding cyborgs from the near future. Top hats, bell bottoms and spandex all on the screen at once; sounds intimidating, doesn't it? There'll be a huge battery of weapons to use, both real and imagined, and some innovative gameplay modes. It looks like a game developer has finally just decided to throw everything in the mix and see how it turns out.

But the thing that's impressed us the most

so far is the speed and fluidity with which the game runs. Four player split screen play is solid as a rock, and looks like four TVs playing action movies have been strapped together, a far cry from the cramped levels and grainy textures of Quake 2 on the PSX.

On top of the wealth of options and the robustness of the code, what really impresses us about Time Splitters is the distinct visual look that's been adopted it looks like the character designers were given specific instructions to make everything look "as funky as possible." It looks like we'll all be buying our PS2 multitaps sooner than we thought...



DROPSHIP

PS2 FACTS

- Publisher Sony
- **■** Developer **Psygnosis**
- Genre **Real Time Strategy**
- Release Date Late 2000
- **■** Players One

PROGRESS REPORT

- **Positive Points**
- Amazing visuals
- ♦ Huge potential for depth

Negative Points

♦ Could be too simplistic

Thunderbirds are go!



Now that 3D graphics technology is moving ahead in leaps and bounds, the decade old genre of the real time strategy game is undergoing something of a rebirth. The PC has been flooded with high quality RTS titles in the past couple of years that have made a fundamental shift to 3D combat, and the PS2 will soon be getting its fair share of this bounty.



Bomb the base





At the forefront of this push is Dropship, a RTS that intends to straddle the globe with its vision of the future of war. It's sort of like a cross between Command & Conquer and Thunderbirds, in that you have a fleet of dropships at you disposal that act like Thunderbird 2 ferrying your troops and tanks all over the planet. Flying as escort with these cargo planes are fighter dropships, emulating the role of Thunderbird 1. From the impressive visuals we've seen so far it looks like this could



be a very cool piece of warez indeed, combining strategy with arcade combat elements.

While we could be asking all manner of pertinent questions like how much fun the game actually is to play, we're most curious as to how Dropship will fare against the officially licensed Thunderbirds game that's coming to PS2 next year. The genre could be done to death by the time Gerry Anderson gets his mits on it.





WIPEOUT FUSION

PS2 FACTS

- Publisher Sony
- Developer Psygnosis
- Genre Racing
- Release Date March 2001
- Players One or Two

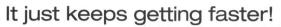
PROGRESS REPORT

Positive Points

- ♦ Brain-damagingly good graphics
- ♦ Awesome sensation of speed

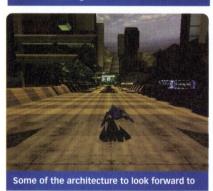
Negative Points

♦ The wait will be unbearable











The latest and greatest version of the PlayStation's signature racing series has been wowing fan and skeptic alike with its impressive metamorphosis to the PS2. While at first it may seem to be just another "metoo" product, ported across to the new system to make a quick buck off brand recognition, the development team have actually given the PS2 hardware a real workout, and pushed the genre into exciting new areas.

For starters, the game runs at a rock solid 60 frames per second, ensuring utterly fluid racing.



While visibility was intentionally limited in past Wipeouts due to the memory restrictions of the machine, now vast panoramas open up before the player. And where before racing meant driving around the track with little or no choice over your path, now parts of the racing circuits will be destructible allowing access to sealed off areas, or even cross country travel. The track shapes themselves are more fluid than ever before, allowing for new features like wholly transparent racing surfaces, and each team's fluorescent rocket trails now reflect off each other's ships as well as the track. Plus there will

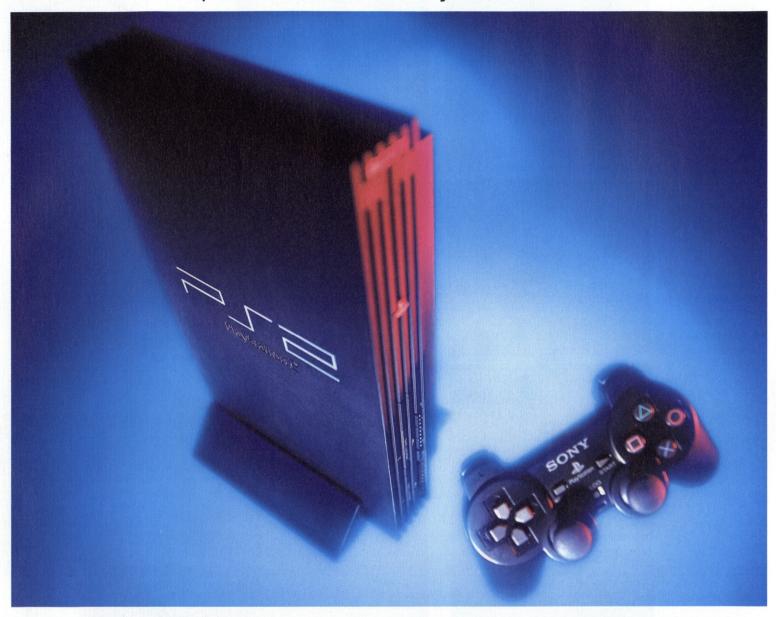
be the usual increase in racing teams, weapons ships on track and the rest of it.

The only problem with Wipeout Fusion is that it won't be a launch title; it's not due for release until March next year. Considering the typical purchaser of this game will be a fan of the series and willing to wait for a refined, perfect version of the game, this is more than acceptable. One interesting piece of news is that the US version could be out before the European version, which is unusual for a game developed in the UK. If this is the case we'll get our Detroit correspondent to do an exclusive review over the wire.



PS2 P30

Your questions about the PlayStation 2 answered



- Q When will the PS2 be going on sale?
- A The 30th of November.
- Q How much will it cost?
- A \$749.

Q - What? I thought it'd be cheaper. Why the increase?

A - This can largely be attributed to our weak dollar. You're lucky to get 60 US cents for one these days.

Q - Will you be able to buy it online?

A - Yes. Following the lead of Sony Computer Entertainment Japan, SCE Australia will be taking pre-orders and selling units online via PlayStation.com.

Q - How much will the games cost?

- A Around \$90. Maybe \$100.
- Q Will my old PlayStation games work in

the PS2? Will they look any better?

A - Yes and maybe. The PS2 is fully backwards compatible with the PSX, and it does offer the option of using the PS2s increased power to make graphics look smoother and speed up loading times, but the effectiveness of this will vary from game to game.

Q - Will my old PlayStation controllers and other peripherals work with the PS2?

A - Yes. The difference will be that you won't be able to take advantage of the analogue button functionality introduced with the Dual Shock 2, the PS2s standard controller. PSX memory cards will only work on PSX games, and PS2 memory cards will only work with PS2 games.

Q - Will you be able to get a normal remote control for use when you play DVDs in it?

A - Yes. Several third party models will be available at launch.

Q - Will you be able to use the internet on it? What about online gaming?

A - There will be an add-on released next year incorporating a cable modem and a 50 gigabyte hard drive. This will make web browsing and online gaming possible. Of course, how useful it will be will depend on the rollout of the local broadband network, which is moving painfully slowly at the moment.

Q - When's Gran Turismo 2000 coming out?

A - Sony tell us February next year.

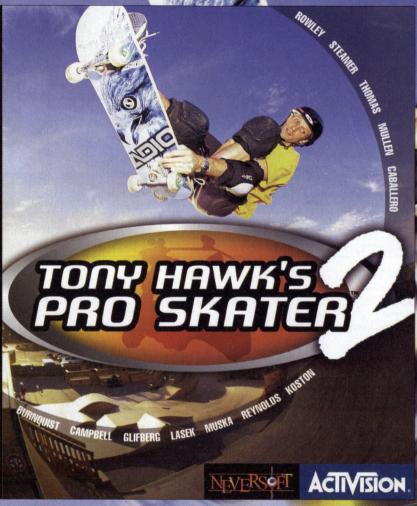








PlayStation



\$7995

Tony Hawk's Pro Skater 2 PSX (G8+).

Skate some of the most legendary spots in the world, or create your own parks to rule. Play as Tony Hawk, any of the pro riders from the original game, one of three new skaters or a character of your own creation. 4231PSX

TO HARVEY NORMAN[†]
PRE-ORDER NOW & RECEIVE CD VIDEO
FOOTAGE OF TONY HAWK
PERFORMING A 900°!

Harvey Norman

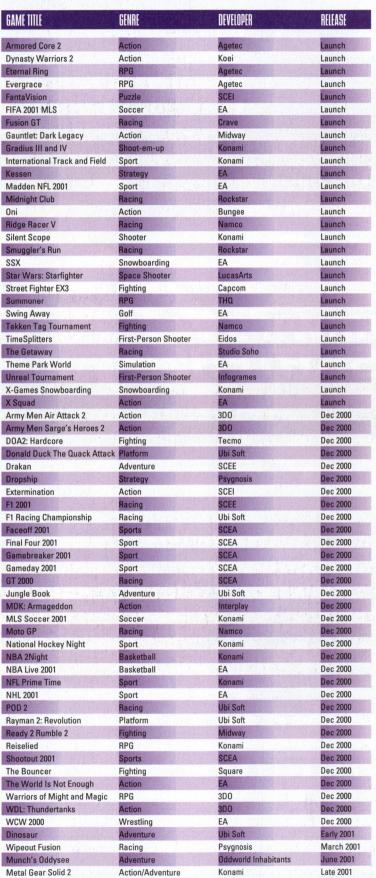


SHOP ON Harvey Norman
THE WEB

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The following list should answer a few of your questions about the software lineup for the PlayStation 2. Titles marked launch should be available on or just after November 30 this year. Please note that this list is not final, as some titles may slip in or out without notice. This list will become more refined as the launch date approaches, and Sony have promised that we'll have more than 40 games to choose from by the end of the year, which isn't bad.











393 Mario Gold 394 Monster Truck Madness 408 Road Rash 64 407 Duke Nuke:Zero Hour 410 WGW Mayhem 411 Gauntlet Legends 434 Rainbow 6 435 Monopoly 436 Supercross 2000 437 Turok Rage Wars 442 Gex3 Deep Undercover 443 Resident Evil 2 444 Nascar 2000 445 Battletanx Global Assualt 446 Hot Wheels: Turbo Racing 447 Knockout Kings 2000 203 The Fifth Element 204 The Lost World 205 The Unholy War 107 Krazy Ivan NUNTENDO 108 Kula World 109 Libero Grande 17371710 206 Theme Hospital 207 Theme Park 110 M.K. 4 111 M.K Mythologies 112 M.K Trilogies 113 Madden NFL 99 208 Thrill Kill 016 Asteroids 245 Aeroguage 209 Thunder Force 5 210 Tiger Woods 99 211 Time Crisis 212 Tobal 2 213 Toca Touring Car 246 Alistar Basebali 99 247 Aero Fighter Assault 248 Automibili Lamborguini 017 Auto Destruct 114 Madden NFL 98 018 Azure Dreams 115 Mass Destruction B Movie 020 Battle Arena Tosh 3 021 Battle Arena Tosh 2 116 Max Force 249 Banjo Kazoole 117 MDK 250 Bio Freaks 213 Toca Touring Car 214 Toca Touring Car 2 215 Tokyo Highway Battle 216 Tomb Raider 217 Tomb Raider 2 218 Tomb Raider 3 219 Tomba 118 Medievil 022 Beast Wars 251 Body Harvest 119 Megaman Legends 120 Marvel Vs Street Fighter 121 Metal Gear Solid 252 Bomberman 64 253 Bomberman Hero 023 Bio Freaks 024 Blast Clamber

221 Treasures of the Deep

222 Triple Play 98 223 Triply Play 99

224 Twisted Metal 2 225 Twisted Metal 3

226 V-Rally

228 Vigilante 8

229 VMX Racing

238 VR Powerhoat Racing

231 War Games: Defcom 1

235 WCW/NWO Thunder

236 WCW V's The World G

Warcraft 2

233 Warhammer

243 WCWNItro

238 Wild Arms

325 Rollcage

239 Wipcout 2097

240 WWF in you House

241 WWF War Zone 242 Kena: Warrior Princess

326 Rampage 2; Universal 327 Contender 328 Gex3: Deep cover

329 Max Power Racing
331 Chocobe Racing

335 Rugrats: Search Reapair

Military Madness

332 Dead in the Water

333 Fisherman's Bait

336 Bloody Roar 2

337 Silent Hill

339 Street Skeer

Destrega

Wineout 3

Jet Moto 3

Quake 2

422 Nascar 2009

423 Ready to Rumble

Grand Theft Auto

420 Crash Team Racing

421 Mission Impossible

424 Resident Evil 425 Army Men: Air Attack

426 Wu-Tang: Shaolin Style

427 Spyro2: Ripto's Rage 428 Vigilante 8: 2nd Offense

429 Tomorrow Never Dies

432 Jurassic Park: Warpath

450 Tom Raider: Last Rei 451 Street Fighter EX2 Plus

430 Supercross 2000

431 Medal of Honor

433 Test Drive 6

452 Lego Racer

459 Sled Storm

456 Fighting Force 2

460 Twisted Metal 2

461 Cool Boarders 4

453 40 Winks 454 Knockout Kings 2000

340 Legend

344 Eliminator

402 Dino Crisis

406 Tarzan

341

343

400

416

419

334 Syphon Filter

227 V's

232

025 Blast Radius

027 Blood Omen

028 Bloody Roar

031 Brigadine

032 Bubsy 3D

030 Brain Dead 13

033 Bushido Blade 2

036 G. Contra Adventure

040 Cart World Series

042 Code Name Tenka 043 Colin McRae Rally

045 Colony Wars 046 Colony Wars: Venegeance

Command and Conquer

049 Contra: Legacy of War

Cool Boarders 3

041 Circuit Breakers

034 Bust-a-groove

935 Bust-a-move 2

037 Capcom Gen 2

038 Capcom Gen 3

039 Cardinal Sin

044 Colonisation

048 C&C Red Alert

050 Cool Boarders 2

052 Courier Crisis

057 Croc Legend

059 Cybersted

063 Descent

064 Defcon 5

060 Dark Forces

061 Dead or Alive

068 Dragon Seeds

FIFA 98

076 FIFA 99

053 Crash Bandicoot

054 Crash Bandicoot 2

055 Crash Bandicoot 3

058 Crusader No Remorse

062 Death Trap Dungeon

865 Destruction Derby 2

069 Duke Nukem: Time to Kill 070 Duke Nukem: Meltdown

ESPN Extreme Games

Fighting Illusion: K1-Rev

Dynamic Boxing Elemental Gearbox

Everybody's Gold

Fighting Force

Final Fantasy 7

Final Doom

Formula 1 97 082 Formula 1 98

083 Formula Karts

086 Future Cop LAPD

089 Gex: Enter the Gecko

090 Ghost in the Shell

093 Grand Tour Racing

095 Heart of Darkness

098 Independence Day

103 K-1 Arena Fighters

104 Karero Deception

106 Knockout Kings

100 J.McGrath Super x 98

096 Hot Shots Gold 097 L.S. Soccer Pro 98

091 Gran Turismo

094 Guilty Gear

099 Indy 500

105 Klona

102 Judge Dredd

6 Darius

084 Forsaken

085 Frenzy

988 G Police

029 Bomberman World

026 Blastro

122 Metal Sing

123 Micro Machines V3

129 N20 - Nitrous Oxide

124 Monster Trucks

125 Moto Racer

126 Moto Racer 2

127 Moterhead

130 Nascar 98

132 NBA Live 98

133 NBS Live 99

137 NFL BIITZ

139 NHL 98

140 NHL 99

145 O.D.T.

148 One

138 NFL Gameday

141 NHL Face Off 98

142 NHL Powerplay 143 Ninja: Shadows

144 Nuclear Strike

149 Pandemonium

151 Parasite Eve

153 Pit Fall 3d

156 Pov Pov

159 R-Types

157 Psybadeck

160 Rally Cross

166 Releaded

161 Rally Cross 2

168 Resident Evil: DC

169 Ridge Racer Rev

171 Riven: Sequel to Myst

Shane Warne Gricket

Road Rash 3d

173 Rouge Trip: 2012

174 Running Wild

176 Shadow Master

178 Side Pocket

179 Sim City 2000

180 Skull Monkeys

181 Small Soldiers

182 Smash Court 2

183 Soul Blade

184 Soviet Strike

185 Spice World

188 Steel Rain

192 Street Racer

196 Ten Pin Alley

198 Test Drive 4

199 Test Drive 5

202 Tetris Plus

200 Test Drive Off Road

201 Test Drive Off Road 2

194 Tekken 2

195 Tekken 3

197 Technu

186 Spyro the Dragon

187 Star Wars: Master of Ter.

189 Street Fighter Alpha 3

191 Street Fighter X+Alpha

190 Street Fighter Coll 2

175 Scars

170 Rival Schools

154 Pocket Fighter

155 Porche Challenge

150 Pandemonium 2

152 Parappa the Rapper

146 Oddworld: Ade's Exodus

147 Oddworld: Abe's Odd

134 NBA Shoot Out 98

135 Need for Speed 2

136 Need for Speed 3

324 Need for Speed: High Stakes

254 Buckbumble 255 Bust-a-move 256 Chamellon Twist 257 Chopper Attack 258 Clay Fighter G3 1/3 260 Dark Ritt 261 Diddy Kong Racing 262 Doom 64 265 Extreme G2 266 F-Zero X 267 F1 Pole Position 268 F1 World Grand Prix 269 FIFA 98 270 Madden 64 271 Forsaken 273 Goldeneye 274 Hexen 275 I.S. Soccer 64 276 V-Rally 277 Iggi's Reckin Ball 278 Fighters Destruction 279 Madden 99 280 Mario Kart 64 282 M.K.4 283 M.K. Mythology's 284 M.K. Trilogy 286 Nagano Win Olympics 286 Magano Win Olympics
287 Nascar 99
288 NBA Hangtima
289 NBA in the Zone
290 NFL Quack 99
291 NHL Breakaway 98
292 NHL Breakaway 99
293 NHL 99
294 Mightmare Creatures
295 Offroad Challenge
296 Ource 64 296 Quake 64 299 Robotron X 300 S.C.A.R.S. 306 Star Wars: Shadows 309 Top Gear Overdrive 310 Top Gear Rally 311 Turok 312 Turok 2 314 Wayne Gretski 3d 98 315 WCW/NWO Revenge 345 Mario Party
346 Vigilante 8
347 Glover
348 NBA Live 99
350 Rush 2: Extreme Racing USA
351 Castlevania
352 Battle tanx
373 Fighting Force 64
374 WWF: Attitude
376 Star wars: Rogue Squadron
377 World Driver Championship
378 Super Smash Brothers
379 Superman
360 Quake 2
391 Intisherman — BH 64
392 Ali Star Basebali 99
393 Mario Gold
394 Monster Truck Madness
408 Road Rash 64
407 Duke Nuke:Zero Hour
410 WCW Mayhem
411 Gauntiet Legends
434 Rainbow 6
435 Monopoly
436 Supercross 2000
437 Turok Rage Wars
442 Gex3 Deep Undercover
443 Resident Evil 2
444 Nascar 2000
445 Battletanx Global Assualt
446 Hot Wheels: Turbo Racing
447 Knockout Kings 2000
377 World Driver Championship
378 Super Smash Brothers
379 Superman
380 Quake 2
391 Infisherman — BH 64
392 Ali Star Basebali 99 345 Mario Party 346 Vigilante 8

447 Knockout Kings 2000

A47 Knockout Kings 2000

DREAM CAS

319 Godzilia Generation
320 Pen Pen Tri-Iceton
321 7th Cross
322 Sonic Adventure
323 Virtua Fighter 3TB
353 A-Life
354 Aero Dancing
355 Blue Stinger
356 Daytona USA 2
357 Evolution
358 Get Bass
359 House of the Dead 2
360 Marvel V's Capcom
361 Physic Force 2012
362 Power Stone
363 Puyu Puyu 4
364 Sega Raily 2
365 Super speed Racer
367 Air Force Delta
388 Buggy Heat
389 Soul Caliber
390 King of Fighters Dream Match 99

521 Expendable
522 Incoming
523 Jimmy White's 2: Gueball
524 Mortal Kombat Gold
525 NBA 2000
526 Rayman 2: The Great Escape
527 Ready 2 Rumble Boxing
528 Redline Racer
529 Soul Calibur
530 Speed Devils
531 Crazy Taxi
535 WWF: Attitude
533 Trick Style

PLAY STATION

462 Rainbow 6

473 Thrasher: Skate a Dest.

474 Gran Turismo 2

475 Dukes of Hazzard

476 FIFA 2000

478 WWF Smackdown

479 Marvel VsCapcom: Clas

480 Killer Loop

489 KKND Krossfire

491 Sout Park Raily

490 Worm Armgeddon

492 Die Hard Trilogy 2 Las Vegas

493 Fear Effect

494 Tiny Tank: Up You Arsenal

495 Army Men: Sarge's Heroe'

496 Syphon Filter 2

497 Medievil

498 Strett Sköer 2

499 Ace Combat 3: Electropshere

500 Gauntlet Legends

534 Legend Of Mana
501 Theme Park World
502 Covert Ops: Nuclear Dawn
503 Colin McRae Raily 2.0
504 Colony Wars 3: Red Sun
505 Crusaders Of Might And Magic
506 Populous: The Beginning
507 Eagle One: Harrier Attack
508 Nightmare Creatures 2
509 Grind Session
510 Jackle Chan: Stuntmaster
535 Test Drive: LeMans
536 Road Rash: Jailhreak
537 Toy Story 2

513 PERFECT DARK
514 JEBEMY MCGRATH SUPERCROSS 2000
515 INTERNATIONAL TRACK AND FIELD 2000
538 RIDGE RACER 64
516 BOMBERMAN 64: THE SECOND ATTACK
517 TOP GEAR RALLY 2
518 SUPERCROSS 2000
519 BATTLETANX: GLOBAL ASSAULT
520 EXCITEBIKE 64

* 1.95 Per Min. Higher rate from Mobile or Public Phones

Dominic Rossi **PROFESSION: Advertising Content Producer HOBBIES:** "Making electronic music, go-karting and sleeping." **GOALS IN LIFE:** "To run a successful underground music venue and own the most kick-arse vinyl record collection in the southern hemisphere." WHY HE READS INTERNET.AU: "The advertising industry and the world internet Magazine! in general are changing fast. I need to be up to date with all the developments in IT

and the Internet - my job depends on it.

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PLAYSTATION RELEASE SCHEDULE

Things are heating up as we move towards the Christmas rush. Some big surprises are just around the corner... Note that this list is subject to change without notice.

GAME TITLE	GENRE	DEVELOPER	RELEASE
Alien Resurrection	Action	Fox Interactive	Sept 2000
Animorphs: Shattered Reality	Action	Infogrames	Sept 2000
ATV Quad Racing	Racing	Acclaim	Sept 2000
Chase The Express	Action/Adventure	Sugar & Rockets	Sept 2000
Cool Boarders 3 Platinum	Snowboarding	SCEE	Sept 2000
Final Fantasy VIII Platinum	RPG	Squaresoft	Sept 2000
Flintstones Bedrock Bowling	Platform	Ubi Soft	Sept 2000
Frogger 2	Platform	Hasbro	Sept 2000
Galaga	Space Shooter	Hasbro	Sept 2000
Infestation	Action	Frontier Developments	Sept 2000
Koudelka	Adventure	Infogrames	Sept 2000
Mr. Driller	Puzzle	Namco	Sept 2000
NASCAR 2001	Racing	EA	Sept 2000
Nightmare Creatures 2	Action	Konami	Sept 2000
Parasite Eve 2	Action	Squaresoft	Sept 2000
Rayman 2	Platform	Ubi Soft	Sept 2000
RC De Go	********************	THE TAXABLE PROPERTY OF THE PR	PARTICIPATION OF THE PARTICIPA
	Racing	Acclaim	Sept 2000
Reel Fishing 2	Fishing	Crave	Sept 2000
Snow Cross Racing	Snow Racing	Crave	Sept 2000
Spiderman	Action	Activision	Sept 2000
Spyro 2 Platinum	Platform	Insomniac	Sept 2000
Star Trek: Invasion	Space Shooter	Activision	Sept 2000
Sydney Equestriad 2000	Horse Racing	Acclaim	Sept 2000
Tarzan Platinum	Platform	Disney Interactive	Sept 2000
Team Buddies	Action Battle	Psygnosis Camden	Sept 2000
Tenchu 2	Adventure	Sony Music	Sept 2000
Tony Hawk's Pro Skater 2	Skateboarding	Neversoft	Sept 2000
V-Beach Volleyball	Sport	Infogrames	Sept 2000
Vib Ribbon	Music	SCEI	Sept 2000
Wacky Races	Racing	Infogrames	Sept 2000
X - Files Platinum	Adventure	Fox Interactive	Sept 2000
Battleship 2	Strategy	Hasbro	October 2
Black & White	Strategy	Lionhead Studios	October 2
Breakout	Retro	Hasbro	October 2
Bugs & Taz	Adventure	Infogrames	October 2
Darkstone	Adventure	Take 2	October 2
Dave Mirra Freestyle BMX	Sports	Acclaim	October 2
Driver 2	Driving		October 2
ESPN Great Outdoor Games	20000000000000000000000000000000000000	Infogrames	TOTAL PROPERTY OF THE PROPERTY
	Sport	Konami	October 2
F1 Racing Championship	Racing	Ubi Soft	October 2
Formula One 2000	Racing	Psygnosis	October 2
The Grinch Who Stole Christmas	**************************************	Konami	October 2
Hidden & Dangerous	Action	Take 2	October 2
ISS 2000	Soccer	Konami	October 2
Jerry Lopez Surf Riders	Surfing	Ubi Soft	October 2
Kiss Pinball	Pinball	Take 2	October 2
Lemmings Revolution	Puzzle	Take 2	October 2
Medal Of Honor - Underground	Shooter	EA	October 2
Monster Rancher	Virtual Pet	Tecmo	October 2
Moto Racer	Racing	Delphine	October 2
Muppet Monster Adventure	Action/Adventure	Magnets	October 2
Pool Palace Academy	Pool	Ubi Soft	October 2
Rayman Kids	Edutainment	Ubi Soft	October 2
UEFA Manager 2001	Sport	Infogrames	October 2
Vanishing Point	Racing	Acclaim	October 2
You Don't Know Jack: Mock 2	Quiz Show	Take 2	October 2
3-2-1 Smurfs	Adventure	Infogrames	Nov 2000
Alone In The Dark 4	Mandalanananananananananananan	A CONTRACT OF THE PROPERTY OF	The state of the s
	Adventure	Infogrames	Nov 2000
Batman	Adventure	Ubi Soft	Nov 2000
Dance Dance Revolution Euromix	AND DESCRIPTION OF THE PROPERTY OF THE PROPERT	Konami	Nov 2000
Dinosaur	Adventure	Ubi Soft	Nov 2000
Donald Duck - Quack Attack	Platform	Ubi Soft	Nov 2000
Inspector Gadget	Platform	Ubi Soft	Nov 2000
James Bond T.W.I.N.E.	Action	EA	Nov 2000
The Mummy	Action	Konami	Nov 2000
Nicktoons Racing	Racing	Hasbro	Nov 2000
VIP	Action	Ubi Soft	Nov 2000

PREPLAY









38 FINAL FANTASY NINE!

Huge exclusive preview! We've seen first hand Squaresoft's latest fantasy role playing masterpiece, and it's everything that we hoped, and more! Find out everything you need to know about the greatest RPG ever made! Plus, we give a detailed history of Final Fantasy 1 thru 8, and show how the series has evolved across gaming platforms and over the years. Now you can put the entire Final Fantasy saga in perspective.

46 DRIVER 2

The first Driver was a huge success with the gaming public, for it delivered the sensation of being in a car chase right out of a Hollywood movie. The sequel is set to be bigger and badder, and when stock hits the shelves it'll probably be gone within 60 seconds.

48 TENCHU 2

We're still playing Tenchu a year after its release. It captured perfectly the essence of the ninja, from sneaking around to violently disemboweling unsuspecting guards. The prequel will offer improved graphcis, underwater action, and endless custom missions.

50 ALONE IN THE DARK 4

This venerable horror series was around on the PC long before Resident Evil surfaced, and is based on the creepy-arsed novels of H.P. Lovecraft. This is its first appearance on the PlayStation, and it looks very dark indeed. Survival horror fans take note.

52 WACKY RACES

Yet another cartoon show of old make the transition to the world of video games.

53 MATT HOFFMAN'S PRO BMX

This game will use the Tony Hawk game engine, except with BMXs instead of Skateboards.

54 MEDAL OF HONOR: UNDERGROUND

The hit first person shooter returns, with more weapons, more missions and more action!

54 STAR TREK: INVASION

A 3D space shooter set in the Star Trek universe. Already the graphics look amazing.

55 SPIDER MAN

Another game using the Tony Hawk engine, and with good reason. It looks incredible!

55 JERRY LOPEZ SURF RIDERS

For all you wax-headed mullet-persons out there, there'll soon be a surfing game.

The Final Fantasy

The ultimate RPG returns for the last time to the PlayStation

FACT FILE

- Publisher Sony
- Developer Squaresoft
- Genre
- Release Date
- Players
- Number of cds Four

PROGRESS REPORT

Positive Points

- ♦ Truly great story
- **♦** Amazing graphics

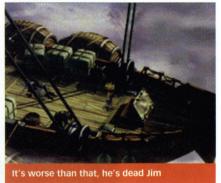
Negative Points

- ♦ Some names have been changed from the Japanese version to English
- ♦ Adebert Steiner to Edward Steiner
- ♦ Freija Cresent to Fraya Cresent
- ♦ Salamander Coral to Amarant Coral
- ♦ Lets hope it does not get any other translation blues.











The History of Final Fantasy

Back in the 1986 a small Japanese gaming company named Square was struggling to make a crust. Up until this time, their games had only been be doing so so on the Nintendo Famicom (short for Family Computer or NES - Nintendo Entertainment System to the west) system. What they really needed was a blockbuster hit to push their company ahead. Director Hironobu Sakaguchi needed to come up with an idea to catapult the company forward and he needed it fast.

The RPG genre seemed to be popular with gamers. Enix (Square's competitor) had recently had a huge success with its Dragon Quest. Sakaguchi felt that this game could be vastly improved upon and, in a last ditch attempt to salvage his dying company, he set about doing just that

By the end of 1987, work on the then massive megabyte Nintendo cartridge was complete. Sakaguchi's project was ready to be released to the gaming public.

Everything at Square had been bet on this one game. Their hopes, dreams and very existence rode with it. The project name and subsequent game title "Final Fantasy" reflected their all or nothing cause.

Final Fantasy, as history has recorded, was a raging success and each sequel just gets better and better. Smashing sales records and spanning multiple platforms, Final Fantasy has to be classed as a phenomenon in its own right. So far over 27 million copies of the series have been sold worldwide

What other series has made it to 9, with 10 and 11 on the way? Can you imagine Lara Croft 9, 10 or 11? I think not. Most gamers would rather have their left kidney removed with a garden fork than play another Tomb Raider game!

ome, it's time. Forget your friends, your social life and anything to do with the outside world - they're gone. Close the curtains, dim the lights, take a deep breath and try to relax - if you can. When you press that big round power button down you will enter a fantastic world of music, spirits and fantasy and I just know you're gonna lose sleep and the meaning of reality.

For those of you who have not played a Final Fantasy game - shame on you, this is your last chance to enjoy. FFIX is a tale of friendship, love, destiny, power, life and death created by the programming magicians at Squaresoft. It's the most fun you can have by yourself without being immoral.

The biggest delight, especially for the dedicated and purist fans of the series, is the return of FFIX to its fantasy roots. In stark contrast to the science fiction trappings of FFVII and FFVIII, FFIX is mystical with swords and sorcery. In fact, after playing FFIX for a while it gives the feeling it picks up where FFVI left off.

Nostalgia is a plenty, you'll find reminders of earlier Final Fantasies like Moogles (small furry gerbil like creatures with wings and an antenna), Mages (eerie yellow- eyed Black Wizards), balloon air ships and the use of crystals (orbs in

the west) to control the world's good and evil.

"A lot of the changes to FFIX", says producer Hironobu Sakaguchi, "can be attributed to the return of the original character artist Yoshitaka Amano." Yoshitaka did all the designs for FF through to FFVI and is also noted for anime classics such as Vampire Hunter D.

With Yoshitaka 's return big headed deformed characters are also back but not like they are in earlier Final Fantasies. Deformity of FFIX characters is not as drastic and they do not change in battle scenes. Basically the only difference between FFIX characters when they are in a battle scene or when they are within the game is their size.

Incredible hype always surrounds Final Fantasy games. In Japan it was a gaming frenzy not unlike that experienced with the release of the PS2. The crazy demand for FFIX must be

accredited to the undisputed brilliance of its predecessors. So in terms of graphics, gameplay and sheer audio experience does FFIX live up to discerning gamers expectations? In two words hell, yes!

A LONG TIME AGO IN A FAR OFF LAND...

Troubled times are a plenty in the lands of the Mist Continent.

Power and greed have driven the kingdoms to war. The nation of Alexandria, led by the evil and butt ugly Queen Brahne (is there ever any other sort in fantasy tales?), is conquering

FINAL FANTASY - Japan Release 18/12/1987

The Earth is dying, but all is not lost. A prophecy of 4 light Warriors each with an ORB will come to save the world from the 4 Fiends of 2000 years past. No one ever understood the 2000 year time loop thing (neither did Square). However, the game-play, the first to have the enemy on one side and the players on the other, was new, unique and highly addictive. It was an instant hit with gamers. Characters in FF - Fighter, Thief, and White, Black and Red Mages.

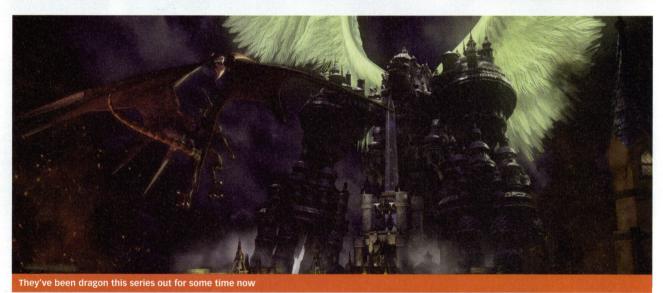
















FINAL FANTASY II - Japan Release 17/12/1988

Four herose, Frionel, Guy, Maria and Lionheart must battle the evil empire of Barakamekia that seems to be threatening to destroy the world. However, as the heroes get closer to the truth, it is not the empire, but the terrible Dark Cloud that lies beneath it, that really threatens their existence.

Game play in FFII moves to a more plotorientated style. Level-up ability is added to characters - the more they used a particular skill the more powerful they became.









FINAL FANTASY III - Japan Release 27/4/1990

An evil Cloud of Darkness has disrupted the world balance of light and dark. Four youths have been chosen as Light Warriors to restore the harmony of the opposing forces. They travel in an airship and discover many things including the Crystal Tower. Our heroes ascend this Crystal Tower where they meet their opposites, the Dark Warriors, and together they confront the Cloud of Darkness. The graphics in FFIII have been vastly improved upon from those in FFII. The 8 bit sound chip in the Famicom is sent smoking with unbelievable compositions from Master composer Nobuo Uematsu. Characters in FFIII are not limited to a set job class but can change using the "Job System"



its neighbouring nations. Brahne, has been using powerful black wizards to slay her enemies. Little does she know that she is but a puppet herself for the evil sorcerer Kuja (ah, another stereotype) who provides her with the wizards as part of his ultimate evil plan.

The only ones that can stop Queen Brahne (with a face that shouldn't be shown to small children), and sorcerer Kuja, are a small band of thugs, thieves and adventurers known as "Tantalus". They have been sent by Regent Cid, the King of Lindblum, itself a threatened nation, to Alexandria to capture Princess Garnet and interrogate her for information on the Queen's

evil powers. Old hands at Final Fantasy will recognise Cid as the Yoda of the FF series, and he can be found in all but the original game.

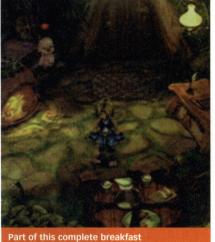
Dressed as actors, the small band secretly enter Alexandria on the Prima Vista - a huge theatre airship. Little do the town folk of Alexandria know that they are going to get more then just a stage show this festive holiday...

No prizes for guessing who plays the thugs, thieves and adventurers.

FINELY TWEAKED GAME PLAY

More good news for nostalgia fans! Even though FFIX is more story driven this time round





there are far more things to do. It harks back to the days of mini quests and there is the obligatory card game called QuadMist, which is corresponds to a souped up version of Triple Triad.

FFIX sports 4 party members in battle scenes. This fact alone is a great plus as it means you are able to use more tactics in battles and characters can jointly attack an enemy for heavier damage. More importantly, there is no noticeable deterioration in graphics

with the extra member in the battle scenes, an amazing bit of technical wizardry indicative of Square's technical progress with the title.

The plot is quite complex and often switches, not only between different characters but whole parties. This allows the player to experience a range of personalities and situations and sets the scene for extensive character development. It also forces the player to become more involved in the game play and not just follow a hero. You









FINAL FANTASY IV - Japan Release 14/7/1991

Cecil, a Dark Knight of the Empire's elite Redwings, becomes tired of looting, raping and pillaging crystals from innocent villagers. He tells the King of Baron this and is banished for his trouble. Cecil travels the world and then the underground Dwarfland to stop the Empire gathering all the Earth's crystals. Ultimately, Cecil and his band of friends travel to the moon in a great spaceship to battle Zemus to set the world right again.

FFIV is the first FF to be released on the Super Famicom (SNES to the rest of us) and introduces the "Active Time Battle System" which breaths new life into RPG's traditional turn-based battle system. In depth character building is also new as is the need to rotate your characters during the game.







FINAL FANTASY V- Japan Release 6/12/1992

The Earth is not well, it is being eaten by decay from below and bombarded by meteors from the sky. The Earth's Elemental Crystals have shattered. Four adventurers (a fighter, a princess, a pirate and an old man) search to uncover the reason. Exdeath, banished to a prison inside a tree, has excaped and is at the source of the evil. One party member dies saving the rest in what many gamers say is the pinnacle of the FF series.

The character "Job System" is refined with a whopping 22 possible job classes for each character. Job classes include: Knights, Wizards, Dragoons, Thieves, Dancers Alchemists and even Animal Trainers (if you have a fetish).













constantly have to make decisions on each character's actions, for example, who teams with whom if your party has to split.

SHIFTY OCCUPATIONS

Like in the original Final Fantasy and also in FFVI, characters have set skills or classes making them individually unique. Zidane is nimble, highly skilled in thievery and he is best able to steal items from enemies. Steiner however, is a knight and can cause great damage with a sword.

Inventories for items that contain abilities are back. Characters get 4 slots into which they place items and these work in conjunction with the characters class. Initially, the item is only accessible from the inventory slot but with more frequent use its AP (ability points) increase until you get a nice big fat row of stars indicating that you have mastered the ability. Now you can access the ability without having to have it in the inventory slot. This frees a space to learn another ability and you can pass on the item to another character to learn.

This all sounds well and good but there is a draw back, not all characters can learn all abilities to the same extent. An item that adds 50+ HP mechanical sword damage to enemies when mastered by one character may actually be of little use to another skilled in magic. It means you must match the right ability to the right character for maximum effect.

Also, FFIX introduces Modified Limit Breaks! All your characters can go into "Trance Mode"

FINAL FANTASY VI - Japan Release 12/4/1994

Emperor Gestahi is reviving magic forces of the Goddess Statues, not seen on Earth for 1000's of years. A band of rebels must battle Gestahi and his general Kefka. Kefka, blinded with greed and power, kills Gestahi and unaligns the Statues to bring chaos to the land. The world is laid to waste for a year and the rebels must regroup to destroy Kefka. FFVI does not have a single lead character, instead, it allows the gamer to develop a number of characters to suit their gaming

number of characters to suit their gaming style. Espers, the summoned guardian forces in the game, are far more developed particularly with regard to personality. Square try to be educational with FFVI. They look at underlying Japanese social issues such as suicide and teenage pregnancy prompting a censored "safe" US version.











when their level meter fills. Trance Mode is a bit like Terra's Morph ability and it lets you vastly increase your power and use of several items to far greater effect until your meter runs down.

THE HAND IS QUICKER THAN THE EYE

What Final Fantasy game would be complete without magic? Magic in FFIX is exactly that, magic. This means that when you cast a spell you use up MP or a particular magic potion. Potions can be found, bought and stolen throughout the game.

Magic is interactive and uses opposing elements, e.g. Ice Storm on a Fire Bomb enemy, for greater effect and it is also intertwined with abilities. Characters can be assigned ability crystals like "always regenerate health". The higher your characters level the more ability crystals they can use. Crystals can be assigned to, or removed from, various characters when the need arises.

This is not nearly where magic stops in FFIX. With the return of Black and White Mages, great spells can be cast. This is especially evident if your Mage is in Trance Mode. Black Mages use aggressive attack magic while White Mages use protect and healing spells.

The best is yet to come. Trusty Guardian Forces take on an entirely new role in FFIX. Forget about abusing your summons in every fight here! Upset a "Sacred Beast" in FFIX and they are just as likely to turn on you as the enemy!

Legend has it that the Sacred Beasts disappeared long ago from the lands of the Mist Continent. Luckily for you, in your entourage you have White Mages, Princess Garnet and Eiko Carol, who can sense the presence of Sacred Beasts. Prepare to have your mind blown with the CG's when these creatures are summoned.





FINAL FANTASY VII- Japan Release 31/1/1997

To save the Earth, the rebel force "Avalanche" must stop the Shinra Corporation from extracting Mako and Materia from Earth's Lifestream. With the Earth weak from the drain on its lifeforce, a long thought dead evil warrior "Sephiroth" rises to conquer all. The rebel force must act quickly if it is to save the planet.

FFVIII is the first new FF to be released on the PlayStation and is hailed as the best RPG the world has ever seen. CG movies are simply stunning. The Mantra, Job and Accessory Systems make it very unique. The main character, Cloud, is a reluctant hero that must find himself from within. Too many new concepts to mention in this small space - go play the game.











THAT'S IS THEN

FFIX is in a word, "awesome". Square wanted to go out with a bang with their last FF game for the PlayStation and they have succeeded admirably. They way the CG movies and ingame graphics merge is spot on. The sound track too has many catchy tunes. Overall, FFIX gives the player a wonderful feeling of excitement and adventure. The varying characters and parties that you control let you get totally caught up in the fantasy world that master producer Hironobu Sakaguchi has created.

Gone are the blocky characters of FFVII, facial expressions and fingers can be clearly

seen. The affectionate waddle of Vivi, the grumpy stamping of Steiner and the springy bounce of Zidane are all so life-like, it makes you want to jump in and join them on their quests.

So, that's it for Final Fantasy - see ya. Not so fast, even as you read, programming for Final Fantasy X is at fever pitch for the gorgeous sleek black box - the PS2. Squaresoft has announced that FFX will see a return of realistic figures (ala FFVIII) and there will be online hints and strategies available from the new web service site - www.playonline.com.

Hold onto your hats, or your keyboard - as the case is likely to be, 'cause it doesn't finish there. Although details are sketchy, Square has announced that is also hard at work on FFX!!

FFXI is an ambitious venture into the cyber-world and will be completely online, playing perhaps similar to Everguest or Ultima. Beta testing for FFXI is going to star soon for both the PS2 as well as for PC's. PlayOnline will provide gamers with a complete package that includes chat rooms, email and joint venture gaming both against friends, with friends as allies or just as a member of a party on a quest.

It looks very much like you're going to be able to jump in and join your characters on their quests after all. I just can't wait. It'll sure beat reality.

FINAL FANTASY VIII- Japan Release 11/2/1999

A power hungry Sorceress has enslaved mankind and is manipulating armies, first to conquer the world, then rule the entire Universe. Various leaders have set up small academies known as "Gardens" to train teenage "SeeD" combat troops to fight the Sorceress. To earn extra cash they also do mercenary work on the side. One young SeeD member must confront his fears and doubts and reluctantly lead a small band of elite troops against the world's evil. Deposes FFVII as the greatest epic RPG adventure the gaming world has ever seen. New concepts abound. Magic must be drawn from enemies and stored. A complex Junctioning System for Guardian Forces is introduced. Power and magic are determined by how well a Guadrian Force is junctioned to a character and there is heavy use of Items. Square push PlayStation graphics further than anyone else.





Driver 2

Get into my dreams and out of my car

FACT FILE

- Publisher Ozisoft
- Developer Reflections
- Genre Driving
- Release Date October
- **■** Players One or Two

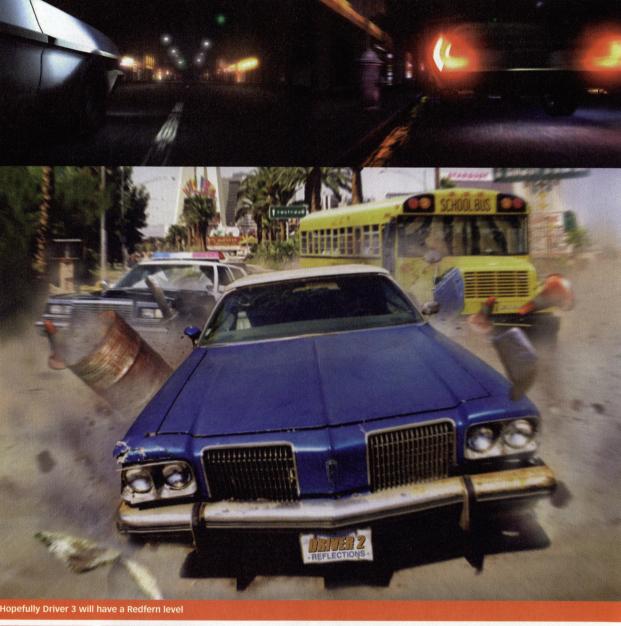
PROGRESS REPORT

Positive Points

- ♦ Car swapping will make for exciting change of pace
- ♦ 2 player mode finally added

Negative Points

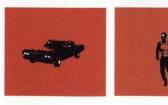
Possibly too graphically ambitious









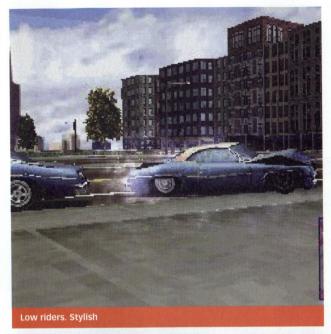


t's a rare game that can grab the attention of a grizzled public with the same vigour that Driver did. It delivered the best of both worlds: the child-like glee of smashing fast cars into other fast cars in a viscerally cinematic fashion, combined with a sense of realism in the environments you drove through. It's been a best seller in Australia since it came out, and that was a year ago. In the months preceding its release we all believed that it would be like another classic, Grand Theft Auto, only in three dimensions.

We were partly right. Like in GTA, you would

drive a very fast car in vast urban environments performing missions that largely consisted of driving from A to B. Like in GTA, the physics that governed the acceleration and crash behaviour borrowed from the large scale slapstick of Hollywood blockbusters. And like GTA, it was fun to pick up and play, yet offered rock-hard depth for those who wanted to stick it out.

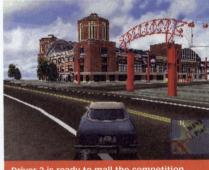
But there was one thing that GTA had that Driver in all its visual splendor did not. In GTA, you could get out of your car, run around on foot, carjack another vehicle, and so on. In Driver, you couldn't get out of the car at all. It's probably a good thing they called it "Driver" and







This game works best after a few cones



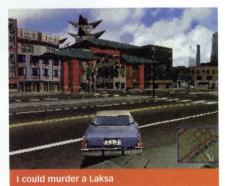


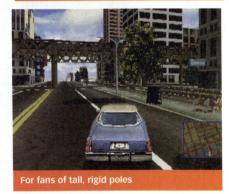
put in cut scenes about the main character, as otherwise there'd be no way of knowing whether or not you were playing a game all about a "Car."

This sequel will change all that. UK Developer Reflections has redefined the relationship between car and driver for their follow up, as you will be able to actually stop your car, get out, and steal other cars. This promises to open up the full functionality of the Grand Theft Auto experience in 3D. Whether or not this comes to pass will determine if this is an all time classic for the PSX or just an inspired sequel.

At the very least it promises a whole new level of depth to the gameplay, with the ability to switch cars during missions opening up all kinds of options for losing tails, making getaways and so forth.

The graphics engine has been given an overhaul, and can now push out significantly more polygons than before. This has been put to use in modeling some exotic new locales for you to tear up pavement in. Las Vegas, Chicago, Rio Di Janero and Havana are all famous for their colourful criminal histories, and have been strung together in a plot that spans more than 40 missions.

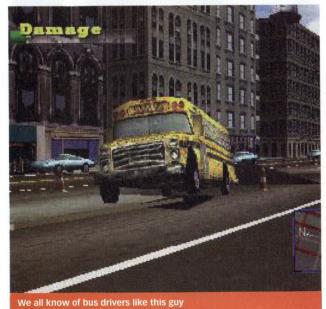




Whether or not this graphical power will hold up in the games new two player mode is another thing entirely. It's high time that we had some decent multi-player cops and robbers action on the PSX, and if we lose a few palms trees here and there to get it, then so be it.

Basically, if you liked the first Driver, then Driver 2 is going to rock your world. We'll have the full review next month, so you'll be able to see our skid marks and judge for yourself.

Rodney Gall











Tenchu 2

Always bet on black

FACT FILE

- Publisher
 Activision
- Developer Acquire
- Genre
 Action/Adventure
- Release Date
 September
- Players

PROGRESS REPORT

Positive Points

- ♦ Improved everything
- ♦ Level editor
- ♦ Tenchu, by definition, rocks

Negative Points

It's a year late.
But who's counting?



blood to float a battleship. You had a real sense of freedom when moving within the cities and castles of ancient Japan, and a real sense of satisfaction every time you slit an unsuspecting guard's throat.

While Tenchu was truly a game of vision, there were a few niggling flaws that made it less than perfect, like some sketchy graphics and a story that was a little weak. From what we know so far, all of these issues and more have been addressed for the sequel. The graphics engine has been improved to push the re-draw point further away from the player. By setting all the levels at night, the first game got around the problem of fogging by placing a shroud of darkness over most of the map. Not so in

Tenchu 2, the game designers are so confident in their coding that some of the levels are actually set during

By making the game a prequel the main characters are younger, always a good thing in the sex appeal stakes. Ayame is now a mere 14 years old, and while this may raise eyebrows in the west, she's a full year over the Japanese age of consent, so gamers should feel perfectly entitled to gawk at her midriff. A third playable character is also introduced, and his 7 levels are only unlocked when you've completed the whole game with both Rikimaru and Ayame's different mission sets. This makes for almost three times as many levels as in the first Tenchu.

A mission editor mode has been introduced, with 15 pre-made missions and unlimited potential to customise and exchange them amongst other Tenchu aficionados. They seem to involve modern office blocks as well as ancient Japanese settings, and it's not hard to imagine office workers across the land venting their disemboweling urges on digital















Disgruntled office ninja silently kills 12 co-workers

representations of their real-life co-workers.

You can now swim underwater, and lie in wait beneath the surface by using ninja breathing tubes. When you kill someone, you can drag away their body so other enemies don't notice, and you've also now got the ability to rummage through their remains for useful items. Useful items now include ninja blinding dust, exploding arrows and other ninja tools both authentic and fanciful.

Tenchu one was interactive and immersing in a way that most games just miss out on entirely. I still play it to this day, and it looks like Tenchu 2 will be a product that will genuinely improve the player's quality of life. We'll be bringing you the full review next issue, so get ready for a long string of superlatives.

James Cottee.

Alone In The Dark 4

Beware the dark side

FACT FILE

- Publisher Infogrames
- Developer Darkworks
- Genre Horror
- Release Date November
- Players One

PROGRESS REPOR

Positive Points

- **♦** Amazing
- attention to detail ♦ It's the original survival horror franchise

Negative Points

Let's hope it's not as frustrating as In **Cold Blood**





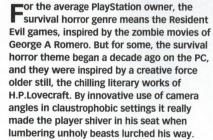












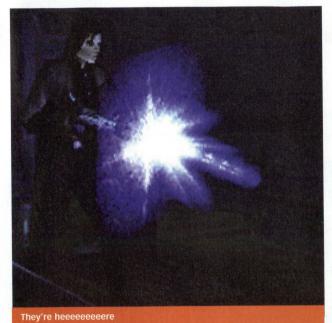
Now it looks like this series is going to rise from the grave and reclaim the title of best horror game with its cold dead fingers. Coming

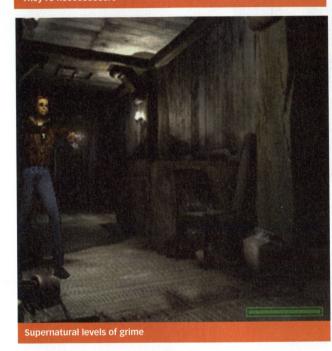


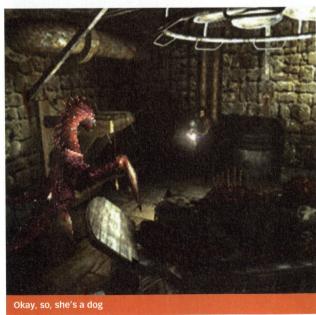


to PlayStation this November, and PlayStation 2 early next year, Infogrames are pulling out all the stops in making this one to challenge Capcom's

The approach they've taken isn't from the point of view of packing in more monsters or explosions, but of getting the right atmosphere; Alone In the Dark 4 has atmosphere to spare and then some. Each of the game scenes you can explore has an intricately modeled prerendered background, and there are 1300 of them in the game. Each of the portraits you see in the mansions you explore was hand painted and then scanned into the game. The amount of



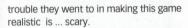












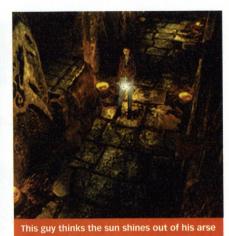
The plot of this Victorian thriller centers around the adventures of Edward Carnby, the hero of the Alone in the Dark series. You can also select one Aline Cedrac at the start, presumably a female analogue. His one special power is that he can recognise evil on sight, which is how he can tell that slobbering Helldemons rising from the ground are not good candidates for making friends.

Carnby works as a paranormal investigator, specialising in unearthly, ancient evils that lurk just below the thin membrane of sanity we call reality, ready at any time to wake from centuries of slumber and dash the entrails of respectable Victorian types against the walls. Readers of Lovecraft's books, or fans of the role playing game Call Of Cthulu will be well aware of the kind of madness and depravity that one can sink to just by looking at these creatures.

The game designers have started out with an appreciation of the subtlety required to pull off this kind of reaction in the player. The pacing has been made deliberately slower than Resident Evil in an attempt build more tension. In several sections of the game you'll find yourself navigating by torch, quite literally alone in the dark.

It's always a challenge to keep the action content reasonable when designing this kind of game, and readers concerned that this could be another frustration-filled adventure title are entitled to be wary. But Alone In The Dark comes from a long lineage of worthwhile productions, and considering the theme it would be entirely appropriate if this game drove you mad.

Rodney Gall











Wacky Races

Dick's not Perfect, but he's not Slag either.

FACT FILE

- Publisher **Ozisoft**
- Developer Apaloosa
- Genre **Novelty Racer**
- Release Date September
- **■** Players



Positive Points

Based on an absolutely classic toon from the heyday of simple slapstick.

Negative Points

- Simple track design
- **♦** Incomplete physics engine
- Annoying music.



It's the Dynamic Duo

With the introduction of 24 hour cartoon channels on the Pay TV networks here in Australia, a number of old classics have since made a resurgence. Cartoons such as Scooby Doo (before that annoying Scrappy came along), Flintstones and the Smurfs have all proved to be resounding successes. One other show has been slowly been making a come back and now is featured alongside these others on Cartoon Network and other channels: Wacky Races.

This aptly named cartoon has a number of crazy vehicles all vying for top spot in a different locale each week and when it was first introduced to us avid cartoon watchers all those years ago

became an instant hit with its slapstick mishaps and stunts.

THEY'RE ALL HERE

Characters such as Penelope Pitstop in her Compact Pussycat and Peter Perfect raced head on against the cliched bad guy Dick Dastardly



and his side kick, Muttley. For those who don't know who Muttley is, his hissing laugh is probably the most famous laugh in cartoon history and brings a giggle to any small kid's lips when first heard.

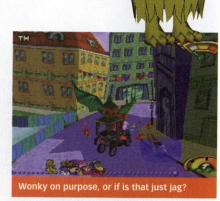
Finally, someone has had the guts to try to bring over the silliness of Wacky Races to a game and has decided to put it on our beloved console. Apaloosa, with the backing of Infogrames are hard at work to ride the coattails of the success that the cartoon series is having at the moment with their arcade racing simulation

Rather than sticking with the very twodimensional feel that the TV show has, the developers have attempted to move into the third dimension and have re-modeled all the original vehicles, from the Army Surplus Special to the Slag Brothers cave car with fine detail.

DASTARDLY'S COCKING UP YET AGAIN

You get to choose from any of the characters except for Dick. This appears to be due to Dick's inclusion being for laughs, just like in the show.







Giant cartoon spatulas. Awesome

He and Muttley are constantly trying to cheat to win, and are just as constantly stuffing up with the end result being them crashing or going out of control. It's great to see their car careening wildly out of control and off the edge of a cliff.

The powerups are inherited directly from the cartoon too. Big giant boots on springs, irons ready to flatten other racers, and sirens all feature prominently, with monster wheels and the ability to temporarily fly giving you some defense against the various obstacles in your

Unfortunately, the code we've received for this preview was from earlier in the development process than we'd have liked. The game freezes after 2 or 3 minutes into each race and requires a reboot. Obviously, this bug will be fixed for the final release but it means that we have only been able to see about 20% of the game for this preview. Next month we should have a much more comprehensive and complete review of this game that could just be the diamond in the rough you're looking for

Andrew Parsons



Matt Hoffman's Pro BMX

Who didn't want to be a BMX Bandit?

FACT FILE

- Publisher Activision
- Developer Runecraft
- Genre вмх
- Release Date December 2000
- Players One or Two



Positive Points

- ♦ Should be as good as Tony Hawk 2
- ♦ The first decent BMX game

Negative Points

♦ You won't want to own both this and Tony Hawk





Attempting a Head-Up-Arse 1080

oth the share price and sales of Activision are soaring at the moment, and a significant factor in this has been the unstoppable force that is the Tony Hawk industry. Tony Hawk's Pro Skater (released as "Tony Hawk's Skateboarding" down here) has been a runaway success. It's sold like hotcakes in the US, Europe and Australia, and has even managed to break into the highly insular domestic Japanese market.

The formula for this success seems obvious in retrospect; come up with a gorgeous graphics engine for your sports game, then add an intuitive and elegant control system for performing tricks, and finally get a professional sportsman from the field to tweak the handling

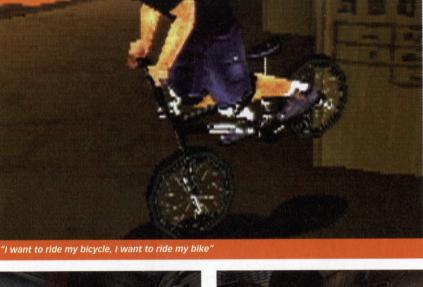


appeals to both casual gamers with its accessibility and demigod endorsement and to hardcore gamers with its highly rewarding

It worked for skateboarding with Tony Hawk, so now Activision are counting on lightning striking twice by giving the same treatment to the world of BMX. This time the celebrity is Mat Hoffman, who like Mr. Hawk was something of a pioneer in the field in the late 80s, but has now moved into more entrepreneurial areas, like forming professional bodies and flogging bikes with his name on them.

Matt Hoffman's Pro BMX is due for release shortly after Tony Hawk's Pro Skater 2, and will use the same improved version of the graphics engine from Tony Hawk One. Like Tony Hawk 2, Matt Hoffman's Pro BMX will incorporate a level edit mode. It'll have almost a hundred different skate park-like objects for you to play with.

For those who follow the BMX scene, some degree of satisfaction is sure to follow from





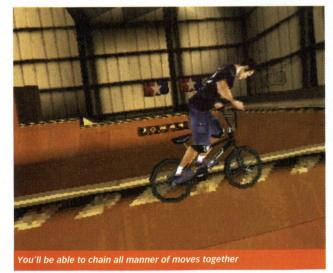
I want to ride it where I like!'

being able to play other leaders in the field, such as Mike Escamilla, Joe Kowalski, Dennis McCov, Cory Nastazio, Kevin Robinson Simon Tabron and Rick Thorne. There are hundreds of tricks that can be pulled, and each character has their own signature moves that you can master.

There are eight different courses on which the games progressive single player challenges unfold, and there is the potential to earn improved stats for both your game character and his bike. Indeed, there's just about everything worth mentioning from Tony Hawk 2. In fact, it would be fair to say that Mat Hoffman's Pro BMX is Tony Hawk 2 with bikes instead of decks. This is still a good thing, as the game is bound to be polished and superb, but it begs the question as to whether an extreme sports enthusiast would be well served by buying both.

We will of course bring you the full review in time for the launch of this game, but readers will be forgiven for not holding their breath. We've been over this territory before.

Rodney Gall



Medal Of Honour: Underground

Who do you think you are kidding, Mr. Hitler?

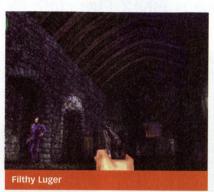
FACT FILE

- Publisher
- Developer DreamWorks Interactive
- Genre First Person Shooter
- Release Date
 October
- Players One or Two



Medal Of Honor is perhaps the best first person shooter available on the PlayStation, and the latent demand for this kind of product helped drive it to become one of the best selling games of 1999. Dream Works Interactive finally hit its stride with MOH, by providing highly varied mission objectives, sophisticated AI, and the opportunity to fill Nazi scum with the hot lead of justice.

This new prequel due out very soon takes a leaf from Perfect Dark's book by providing a female main character this time around, the French Resistance member Manon (MOH old-



timers may remember her as the one giving you orders in the first game). Veterans' societies were consulted extensively in the production of MOH: Underground, to ensure the most accurate depiction possible of the women who fought behind enemy lines in World War II. In this game your missions will be more varied and daring than ever before, involving the extensive use of disguises and stealth.

Set across both sides of the Mediterranean, your missions will see you go up against not only enemy soldiers, but also half-tracks and tanks. Also, helping you out this time around will be an Al character which will (hopefully) cover your



arse and help you complete your objectives.
Together with more destructible building
features, a wide variety of level types and a PSX
market by and large starved of decent shooters,
MOH: Underground should clean up. I'm already
whistling the 1812 overture in anticipation.

Rodney Gall

Star Trek: Invasion

You canna' change the laws of physics

FACT FILE

- Publisher
 Activision
- Developer Warthog
- Genre Space Shooter
- Release Date September
- Players One or Two

I'm a big fan of Colony Wars, and a big fan of science fiction, but my interest in Star Trek, until now, has been marginal at best. Watching a shabby collection of camp American actors parade around in jumpsuits is hardly my idea of fun, so at my local Civic Video I usually hunt down the Doctor Who tapes instead. But this new space shooter from Activision really made me take a second look at the whole milieu, as it portrays the Trek universe as a setting for epic and bloody combat.

The first bit of good news about Star Trek: Invasion is that it's been developed by the same team that did Colony Wars, so they're off on the



Black holes should be better indicated



"Great shooting, kid. That was one in a million"

right foot already. The gameplay is space dogfighting, pure and simple, and the limited use of cinematic segues is about the only thing standing between you and some hard vacuum action. Secondly, the B-List acting talent they got on board was none other than Michael Dorn. The voice of Worf features prominently in the game, and he's usually yelling at you for not killing enough Romulans.

But most significant of all is that both in terms of graphics and game balance this is the most advanced space shooter yet developed for the PSX. Even with multiple enemies on screen and lighting effects left and right, the graphics are as smooth as a baby's head. If there's ever going to be a game to give Colony Wars a run for its money, it's this.

Rodney Gall

Spiderman

Spider - He is our hero!



- Publisher
- Developer Neversoft
- Genre
 Action/Adventure
- Release Date September
- Players One

This game has been in development for well over a year now, and Neversoft seem to have been taking their time to get this one absolutely perfect. The footage we've seen of Spiderman so far is amazing, and it looks like fans of the comic book legend will be in for a definitive PlayStation vision of their four-colour hero.

In producing Spiderman Neversoft have used their widely-praised Tony Hawk engine. With the technical grunt work already taken care of, they've been free for the past year or so to perfect the various different types of subgames a player of Spiderman will have to deal with. These include web-slinging levels, where you must swing from building to building across New York, stealth levels, where you must use your wall-crawling

abilities to evade
detection by the
bad guys (surely a
difficult task, in his
red and blue tights),
and boss levels, where
you are obliged to devise
means to take out super villains
like Rhino, Dr Octopus and Venom.
It's a tough call, but I think
Spiderman for the PlayStation will



surpass the levels of quality set by the Atari 2600 version. Soon Spider-fans will be able to reenact all their favourite Spider-moments, from defeating comically bedecked evil-doers to Spider-snogging Mary-Jane. We'll have the full review next month, so you can all start practicing scratching the backs of your heads in anticipation.

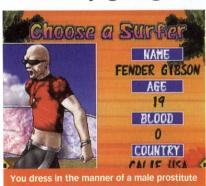
James Cottee

Jerry Lopez Surf Riders

A game that's really going down the tubes

FACT FILE

- Publisher
 Ubi Soft
- Developer Ubi Soft
- Genre Surfing
- Release Date October
- Players One



Just about every extreme sport known to Man has appeared on the PlayStation, skateboarding and snowboarding being the most exploited genres. But what of surfing? A past-time so close to the Australian dream, so synonymous with the lifestyle of





California, so the-only-thing-you-can-do at Cornwall, has been ignored by so many software developers for so long.

Now there may be hope for all those out there who wear surfing fashion labels but never go to the beach. Ubi Soft are biting the bullet and bringing out a surfing simulation game for the PlayStation. Like in all the other games of its ilk you'll be able to pull off elaborate tricks as you mash buttons against a giant arcing wall of water. But unlike most extremely sporty games, this will not be easy. In fact, Jerry Lopez Surf Riders is bloody hard.

Which isn't to say there's no market for



self-flagellation. Thrasher was an extremely difficult skating sim to get into, but those who put the effort in generally got something in return. Surf Riders takes the fine ballet of surfing and places it at the player's feet. You'll have bleeding toes for a while, but eventually

One other thing, you'll be able to surf in Australia. Not that it will mean much in visual terms, as all waves look pretty much alike. But patriotism never goes astray. More on this

you'll soar like a swan.

game next month.

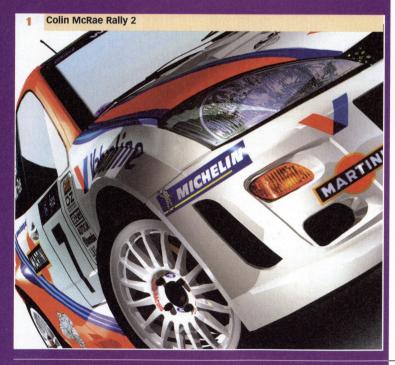
James Cottee

PlayStation Top Twenty

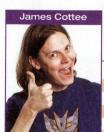
Here's the electronically collated rundown on what's been selling in the world of PlayStation. As usual it's mostly blockbusters and big-selling Platinum games, but there are one or two surprises in there this month. All sales figures are complied by Inform in association with AVSDA

Top 20 Best Selling PlayStation Games

Top 20 Best Selling PlayStation Games
1 Colin McRae Rally 2
2 Gran Turismo 2
3 Syphon Filter 2
4 WWF Smackdown!
5 Tony Hawk's Skateboarding
6 Crash Bandicoot Warped Platinum
7 Medievil 2
8 Muppet Race Mania
9 Ayrton Senna Kart Duel
10 Spyro Platinum
11 Tomorrow Never Dies
12 Ridge Racer 4
13 Driver
14 Need 4 Speed: High Stakes
15 Tekken 3 Platinum
16 AFL 99
17 Crash Bandicoot 2 Platinum
18 Star Wars: Jedi Power Battles
19 Gran Turismo Platinum
20 TOCA Touring Cars 2



What's the crew playing?





JAMES COTTEE

- 1. Team Buddies
- 2. Vib Ribbon
- 3. Tron Bonne
- 4. Rayman 2
- 5. Terracon



War has never been so much fun! Team Buddies is a rare example of a game done right. Its wining mix of frantic action, cartoonish visualisation and unlimited potential for bastardry just keeps me coming back for more. It reminds me a lot of Cannon Fodder and other classics that you forget until a game as good as them comes along. It works best as a multiplayer experience, though, so when alone I like nothing better than to dim the lights and boot up the never-ending line of music running through Vib Ribbon. There are also some excellent adventure games out at the moment, as the rest of my list attests.



Rodney Gall



RODNEY GALL

- 1. Deus Ex
- 2. Counter-Strike
- 3. Serious Sam Demo
- 4. SWAT3: Close Quarter Battle
- 5. Delta Force 2

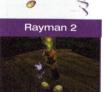


I'm not really playing many PSX games at the moment, because nothing worthwhile has been released recently. Instead, I have been playing PC games. Deus Ex is the brilliant office-redecoration simulator from Eidos. Counter-Strike and Delta Force 2 both provide excellent opportunities to ventilate other human opponents over the internet, and SWAT 3 has some of the most sophisticated Al around. Serious Sam is a very cool shooter from a small development team in Croatia (www.croateam.com). Here's my challenge to PSX developers: make a game that's worth playing. Here's a hint: crappy racing games need not apply.



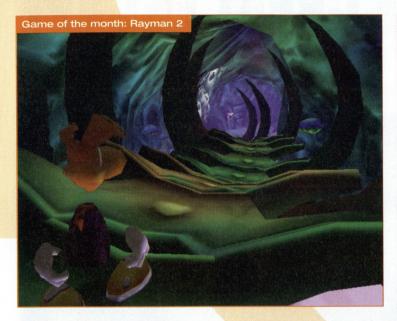
PETER HART

- 1. Rayman 2
- 2. WWF Smackdown!
- 3. Chase The Express
- 4. Muppet Race Mania
- 5. Jedi Power Battles



I think Rod is just sore because James hasn't been giving him any good games to review lately. He'll change his tune when Tenchu 2 comes out, that's for sure. As for me, I've been finding little can distract me from trying to get to the end of Rayman 2. Considering how incredible the Dreamcast version is, I'm going to have serious trouble waiting for the PS2 one to come out. I must say I'm baffled by Sony's choice of Platinum titles for release this month. I mean, even if it does sell a million copies or whatever the threshold is, shouldn't they also check to see if the game is any good or not?

PLAYTESTCONTENTS



very game featured in our PlayTest section has been reviewed independently and objectively by our team of writers. We aim to give an informed and comprehensive idea of what the game is about, and most importantly, whether the game is good or bad. Each game reviewed receives an overall score out of 100 which should be seen in context of the type of game it is and in relation to similar titles it is competing with.

THESE FACTORS ARE AWARDED UP TO FIVE STARS:

GRAPHICS	Does the game look good and has it taken advantage of the
	available technology?

The PlayStation offers developers the potential to create

mind blowing audio. Have they?

GAMEPLAY This is what it boils down to. Is the game enjoyable and fun

to play, or will you hurl the joypad at the TV?

DIFFICULTY Is the game difficult? Does it take a great deal of skill to play?

The higher the mark here, the more difficult the game is.

LIFESPAN How long can you expect this game to hold your interest?

Will you play again after you have beaten it?

Tim you pluy again area you have bearing

Some games allow two or more players to take part, either alternately or simultaneously, and some can even be linked

alternately or simultaneously, and some can even be linked to a second PlayStation for head-to-head two-player action.

GAME FEATURES Many games take advantage of after-market devices such

as analogue controllers, steering wheels, Sony's PlayStation Mouse, various light guns, the Multi-tap four-player adaptor, memory cards, various peripherals and accessories.

ALTERNATIVES A selection of games that are similar in concept or appeal to the

one reviewed.

WHAT OUR RATINGS MEAN:

PLAYERS

91 - 100%	AN INSTANT CLASSIC, YOU MUST PLAY THIS GAME!
81 - 90	EXCEPTIONALLY GOOD, WITH FLAWS YOU'D BARELY NOTICE
71 - 80	A GOOD EFFORT WITH A FEW NIGGLING FLAWS
61 - 70	A VERY AVERAGE GAME WITH A FEW PROBLEMS
51 - 60	HAS SOME NICE IDEAS, BUT COULD HAVE BEEN MUCH BETTER
41 - 50	A GAME WITH A GREAT DEAL MORE FLAWS THAN MERITS
31 - 40	PAINFUL TO PLAY, AND A WASTE OF MONEY
21 - 30	GETTING A SHOT FOR TETANUS IS MORE FUN THAN THIS
11 - 20	UTTER SHITE. GO OUT AND GET SOME SUN INSTEAD
01 - 10	IMPRESS YOUR FRIENDS WITH A COOL BLACK DRINK COASTER!

58 RAYMAN 2

Is this the best platform game ever made? We think so. Rayman, one of the longest running and best selling characters on the PlayStation finally gets an epic sequel to his first multi-million selling hit. It's colourful, it's vast, and it pushes the PlayStations graphical power to the limit. Now we can't wait to see him on the PlayStation 2...

62 TOCA WORLD TOURING CARS

Bathurst! Bathuuuuuuuuurst! Now instead of just watching the racetracks at Mt Panorama, Adelaide and the Gold Coast on TV you can actually race them. And what better way to so than on a driving game that surpasses both Gran Turismo and Colin McRae in its realism and playability? TOCA WTC is perhaps the best driving game yet.

66 CHASE THE EXPRESS

Action! Danger! Excitement! Hostages! High speed trains! All these Hollywood movie cliches and more are packed into this surprisingly entertaining action romp.

68 INFESTATION

Aliens just don't seem to be able to get it into their heads that outer space rightfully belongs to us. Infestation is an excellent opportunity to remind Them who's boss

70 TEAM BUDDIES

Fancy a game that lets you and up to three friends slug it out with little armies of capsule-shaped men in a world like Toytown gone bad? Team Buddies is for you.

72 X-MEN

The hoop-la surrounding the recent X-Men movie has died down now, so we can look at this fighting game in a more objective light. It could have been a lot better

74 RE VOLT 2: RC REVENGE

Re Volt, a remote controlled car racing game, was a big let down. So is the sequel.

75 EVO'S SPACE ADVENTURES

Control strange little robot animals in a giant rotating space farm. To disco

77 THE MISADVENTURES OF TRON BONNE

The arch enemy of Megaman returns, now armed with a squad of vicious

79 BALLISTIC

An interesting puzzle game, similar in many ways to Bust A Move.

81 FINAL FANTASY VIII PLATINUM

In retrospect, this role playing game could have been a lot better.

82 COOL BOARDERS 3 PLATINUM

An unnecessary addition to the genre, now at a bargain price!

82 X FILES PLATINUM

A puzzle based adventure game with streaming video of Gillian Anderson

83 SPYRO 2 PLATINUM

The baby dragon is back, and represents an excellent platform purchase at this price.

83 TARZAN PLATINUM

A Disney spin-off that rode high on the coat-tails of a now-forgotten film.

RAYMAN 2: THE GREAT ESCAPE

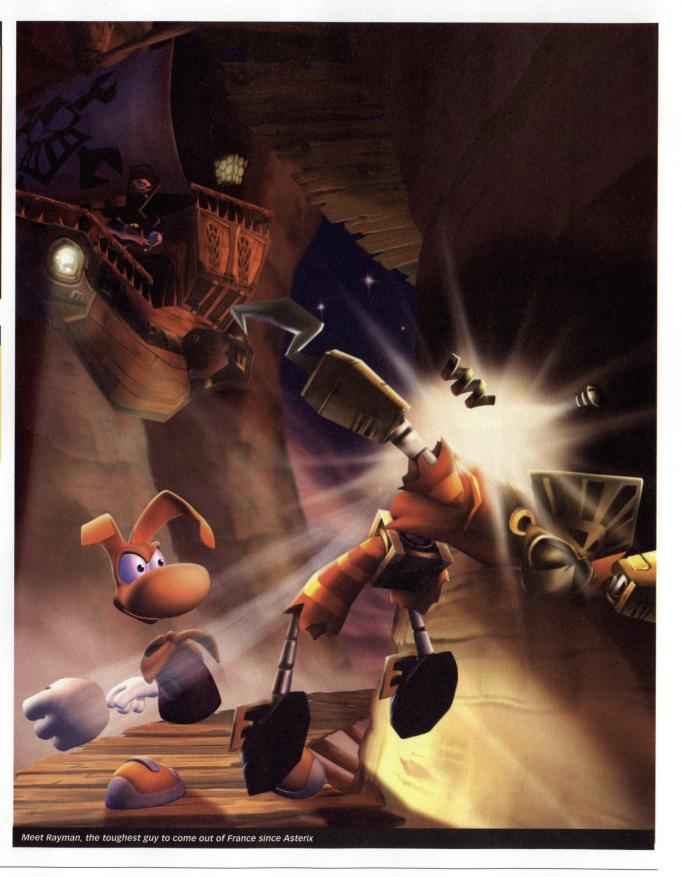
3D platformy action, but good

FACT FILE

- Publisher Ubi Soft
- Developer Ubi Soft
- Genre
- Release Date September
- Expectations Rayman 1 was a treat and Rayman 2 is a massive improvement, technically and aesthetically.

ALTERNATIVES

- Crash Bandicoot 3■ Spyro 2 ▼





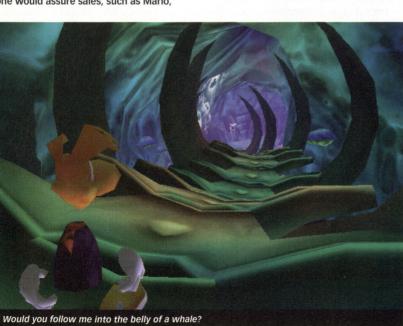


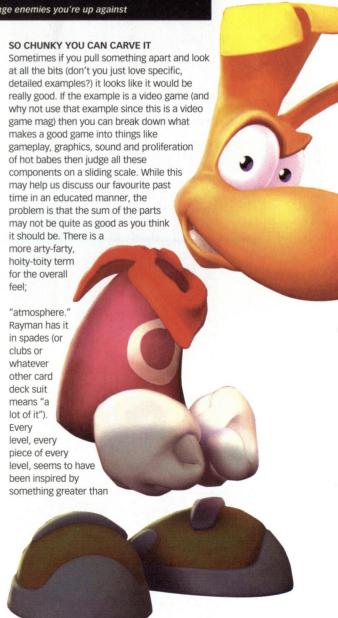
This game is good. Very good, in fact. I felt a need to get that out of the way immediately as Rayman 2 could easily be mistaken for a game that is trading off of its prequel, with a few nice graphics thrown in to grab a few quick dollars from the unsuspecting public before it rushes to the bargain bin. Despite only being his second outing, Rayman has a bit more experience with this platform tomfoolery than you suspect. He began his career in a 2D platform game, on a crap 16 bit console, then on the Saturn and PlayStation. Ever since the original Donkey Kong arcade game made a successful conversion to home consoles games companies have been falling over themselves to create and market (market being the more important one) a cutesy, cartoony character, whose name alone would assure sales, such as Mario,

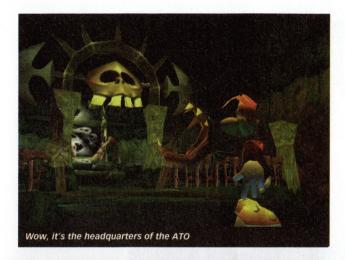


Sonic or Crash. Unfortunately the lure of big time sales has created a massive glut of generic cartoon characters who appear in a few games of lesser and lesser quality until they finally disappear into the creative wasteland from whence they came. Rayman, as opposed to the non-existent Raywoman (hey, there's an idea for when the franchise starts to get tired. What about Rayteen, Raydog and Raygerbil?), may have followed that path, or the very similar one in which a 2D series doesn't make a successful cross over to the world of 3D, had it not been for the fact that Ubi Soft are the polygonal shifting, aesthetically pleasing, texture mapping, unique game creating in-your-face that it is hard to even know where to begin.

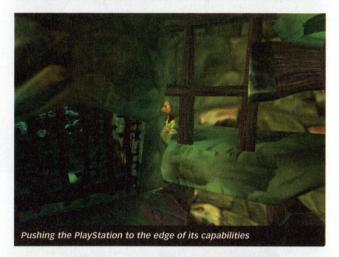


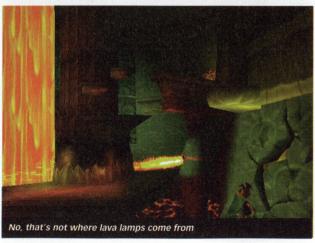














the thought of being the next Mario. With some of the trippy character designs and puzzle ideas you may be wondering exactly what synthetic substances helped with the inspiration but I'd like to think that Ubi Soft employees are simply happy, rosy-cheeked optimists who are just overioved with their existence and the state of the world in general and that attitude shines through in their work. The music fits perfectly, Rayman's animations are, um, fitting and everything else, um, fit... (fooled you) is exactly as it should be. The clearness of vision is amazing. This "overallness" is the icing on a very technically proficient and lovely tasting cake. So what, exactly, is R2 made of?

SAVE THE CHICK. SAVE THE WORLD

I don't think it's possible to have any other story line for a platform game. Faulting it for unoriginality here would be like faulting a new recipe if the end result was food that could be eaten. Platform heroes need a simple world, with a simple problem that needs a simple solution involving an ice level, a desert level and (usually) a butt stomp move. Perhaps a slight plot overview is in order. You are Rayman, of course, and your world has been invaded, in fact conquered, by a band of robot pirates led by their robot pirate king. Your magical powers are gone and you are a prisoner in the floating prison ship (where did you think they kept convicts?). The good fairy, Ly, has been captured also but she did manage to send help to you, so that you could help her. Your buddy, Globox (a big-mouthed, fat, blue guy), is thrown into your cell but he has smuggled a silver lum in by hiding it in a body cavity. The silver lum gives you the power to "throw" magical punches and break out of gaol. This is where the game starts but there are a bazillion cut scenes between and during levels to build upon this. Saving the chick isn't the final objective; it happens early on and then Ly fills you in on how to save the world. This involves collecting 800 "lums" which are the life source of the world. You also need to find the four masks and deliver them to Polokus, a very powerful magician, who will use them to banish the robo-pirates forever.

LINEAR SCHMINEAR, BUDDY

The happy, fairy-filled land of Rayman 2 starts with your standard "foyer" area which links up to all other levels. Lums are scattered throughout each level and need to be collected

to access the next level. Not every lum needs to be collected to progress or, indeed, finish the game. It's possible to repeat levels if you don't have enough lums or if you are an obsessivecompulsive freak and feel you must find every secret contained in every game you own. (If you are one of those people I'd suggest that you seek treatment, get a life or apply for a job at a solutions magazine.) Lums are available in a few flavours; yellows are the 800 which you seek, red ones provide health, greens are save points and the purple circular lums are used for swinging on, to climb higher or cross unjumpable gaps in the landscape. Some of the Raymeister's buddies have been captured by the pirates and are being held in tiny cages here and there so part of your job, as a do-gooder, is to behave like an animal activist (no, not grow dreadlocks, go on the dole and start, but never complete, an arts degree) and release them back into the wild.

Variety is the spice of life, as the cliché says. and this is a philosophy which has been taken to heart for the puzzles, objectives and modes of transportation that you'll be using. There's the level which involves running and dodging as a pirate ship chases you, destroying the ground underneath you. Some levels feature happy meadows for you to frollick in while others are in dark and sinister, but still cutesy, caves.

Lava is hot. You may already know this from science class at school. If Rayman falls into it he burns to death. That would hurt and is to be avoided if at all possible. Luckily giant plums are fire resistance and happen to be located in very handy positions near lava rivers allowing for some make-shift raft action. Robotic rockets which chase Rayman can become tired and used as a horse-like steed.

Barrels have always played a vital role in platform games, so as a tip of the hat to, or perhaps total rip-off of, Donkey Kong, R2 incorporates them for unique purposes. They can be tossed onto bad guys or, when combined with a flaming torch, become rocket powered vehicles.

In terms of layout, the levels involve travelling from A to B with only the occasional nook or cranny to explore. Whether you think this linear design limits the immersion factor is for you to decide but it has been done for a specific reason. RPG-style, wandering around, "oh my god I love the freedom" gameplay has its place but it makes for, generally, a much slower



Memory Card Single Player **Dual Shock**

moving game. This little, black disc is designed for you to plough through each level. You can go back later if you wish to fart around. Lineararity (despite not being an actual word) is a strength, not a restriction, of the game.

LOOK, MA, NO ARMS

Whether our hero has limbs that are simply invisible or whether he is limbless has been the topic of hot debate around the office for many minutes. Right at this moment James and Rod are working on competing essays titled "Rayman's planet is magic so he doesn't need arms plus I'm the boss so what I say goes," and "The laws of light refraction in the world of Rayman, how this relates to invisibility and why James is a retard." Arms or not, The little character is a well animated bunch of polygons (and such compliments are normally reserved for Ms Croft and other such big tittied mamas). If left on his own for too long he gets bored and started to dribble, in the basketball sense, his body. Whether he's gliding with his helicopter hair, swinging around like a monkey or just hanging with his homies the French freak never loses character. The texturing of the polys (that's hi-tech talk) is nothing short of jaw-droppingly, splendiforous and the camera angles are a treat.

Mostly the camera can be rotated via the R1 and L1 buttons but occasionally the game slots it into a fixed position. When this does happen it is for your benefit, so isn't a problem. The PlayStation version compares very favourably to the Nintendo 64 and Dreamcast version. It's not just a quick port for a quick buck.

TIME TO GET FUNKY

The PSX version is actually superior to the DC and N64 versions when it comes to the sound effects and music. That's not surprising, in regard to the N64, because the 64 has sound capabilities that are bested by a digital watch I had in the third grade, which played twenty different tunes for an alarm. It is amazing that it betters Sega's next gen behemoth. Real voices have been used and, in a unique move by Ubi Soft, they don't suck.

THIS GAME IS GOLD, BABY

This is one of the best platformers, possibly the best, available for the PlayStation. Our funkyhaired buddy deserves all the success and praises that have been, and will be, heaped upon him. Some slackers bitched that the first game was too hard but it was simply more than a walk in the park. All three console versions of



Rayman 2 are stand out conversions and Rayman for the Game Boy Color is shaping up to be a worthy adversary to Mario. Rayman 2 is well worth the price of admission and has already got me anticipating the third installment on the PS2.

Peter Hart



M GRAPHICS :	****	Very few jagged polygons	
SOUND:	****	Excellent voices and fitting music	
M GAMEPLAY:	***	Fast and action packed	
m DIFFICULTY:	***	Fun while it lasts	
III LIFESPAN:	***	Can be completed quickly but fun to go back to	



TOCA WORLD TOURING CARS

World Touring Cars are the cream of the crop - is this game the same?

FACT FILE

- Publisher Ozisoft
- Developer Codemasters
- Genre Racing
- Release Date September
- Expectations
 A very realistic
 simulation of racing
 touring cars with
 good control and a
 multitude of options
 to make it suit you.

ALTERNATIVES

- Gran Turismo 2 ■ Colin McRae 2.0



Codemasters just keep getting better and better. Hot on the heels of the huge success that is Colin McRae 2.0, comes TOCA World Touring Cars. Yes, TOCA 3 has undergone yet another name change, but this time it's final. And luckily, the game is finally done too, and we can take a look at this title billed to be the best racer on the PlayStation eyer.

Codies have had a long history of developing racing titles on the PlayStation so their expertise should shine through when compared to other car games on our little grey box. It does just that, and proves that a game done right can liven up the technology that is the PlayStation and bring a gleam to the eye.

A DREAM COME TRUE

TOCA World Touring Cars is the ultimate in racing car games. Racing against phenomenally good AI, you'll find yourself travelling the globe on the world's most famous circuits in search of that elusive first place in the World

Championship. Of course, the game isn't that straight forward. In fact, Championship mode puts you in the place of someone wanting to get into the World Touring circuit, albeit in a simplified fashion.

You start by choosing the region where you want to start your career and then browse the various team offers made. Here's where you get the first glimpse of a game that goes beyond the typical race and place. Indeed, these team offers are all contingent on you proving yourself by racing on their choice of circuit within their specified time limit. The first one or two should prove easy enough, but the trials later on can be incredibly difficult.

AND THAT'S JUST THE START

Once you've proven yourself, a racing team will offer you a position in their championship season, racing one of their two cars. But your toils don't end there, for they expect you to deliver on your promises of skill. Each team requires different results, and some also change

their demands depending on how well you've done previously.

These requirements will also reflect how difficult that particular championship can be and can range from simply finishing first just once, to winning the championship, to finishing fifth overall, to coming second or better in 4 of the 6 races. As you can see, the challenge is quite varied and proves to be an accurate reflection of the performance of the car you've been assigned and the skill of the other drivers.

REALISTIC INTELLIGENCE

Don't be deluded into thinking things are equal. Nothing could be further from the truth in this game. You'll find that some of the computer drivers are in cars with better acceleration or top speed than your own, and others will not be able to keep up with you down the straight but can take the corners much more easily. This is just the first step in the devious nature of this game.

The second is the artificial intelligence of the



computer-controlled drivers. And intelligence it has to be called. When was the last time you saw a computer driver veer into your way when you got too close behind it? Or see a car go completely out of control after simply swerving to miss debris on the track? How about two competitors taking each other out in front of you as you find the narrowest of margins to sneak through.

There was even one moment where we had been able to keep one of the drivers behind us all the way down a long straight, only to be overtaken towards the next corner. The computer driver was so upset with our tactics that he swerved in front of us purposefully knocking our front off centre and causing us to head into the sand.

STAY ON THE ROAD

The sand is a place you don't want to be. Far from the unrealistic surface textures in other racing games, you'll find that when you try to drive places where the tarmac isn't, the traction is so realistic you'll regret instantly not braking that little bit extra. I can think of any number of games where I've driven straight through Sbends with only a small amount of slow down which was far exceeded by the amount of time made up by not having to brake or steer. Not so in TOCA WTC. Even the ripple strips taken the wrong way can have your racing machine threatening to roll itself while shooting out trails of sparks as the underbelly scrapes where it shouldn't.

The car modeling is great, and you'll appreciate the textures and intricate detailing done on each team's cars. It's always a great feeling seeing your own name on the back windscreen, but the detail is so fine in this game, you can even see it on the side windows as well from the right camera angle.

THE BEST DAMAGE MODEL EVER!

This, of course, assumes you still have your windscreen, which may be a dangerous assumption to make when you're well into a race. The damage model really shows up how

detailed these cars are. Each window can be broken individually, with front and rear windscreens taking progressive damage before smashing entirely.

Other sections of your car can fall off, including the rear wing, both front and back bumper bars, the bonnet, side mirrors, and we're sure we saw a door fall off, but when we went back we couldn't find it. "Why would we look?" you ask. All parts of the car are persistent objects, and this applies to the other vehicles too. In fact, it's not unusual after a particularly bad pile-up to find a two or three bumper bars or other debris lying on the track on your next loop around.

Watching a bonnet slowly get damaged to the point where you can't actually see where you're going is amazing. Or, alternatively, if the catch breaks and you're speeding down a straight, you may see it simply fly up in front of you and off the car. When the rear bumper bar is dragging along the shower of sparks is impressive, and looks even better when it's coming from another car.

IS THAT THE SUN?

This car detail also allowed the developers to build a really good lighting model too. So, instead of seeing the same shadows regardless of where the sun is, the car's shadow moves in conjunction with where the light source is. The shadow is in the correct shape too, which makes it feel all too real when coupled with the sun's reflection on the windscreen.

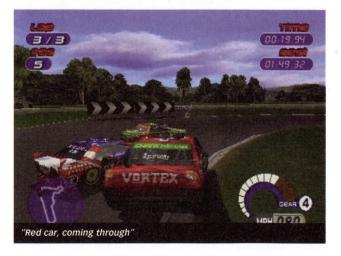
There are the usual multitude of racing views, from the two behind car views, to the bonnet and cockpit views. The inside view is incredibly difficult to race in, as part of your screen is taken up with the steering wheel and instrumentation along with the frantically moving hands changing gears and steering in time with your control movements.

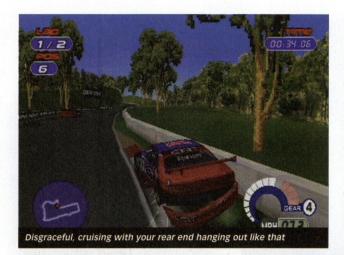
And then you get to see the enormous number of camera choices in replay mode and realise yet again how much work has been done on this game. When you can watch the entire race from your selected view, whether it be top

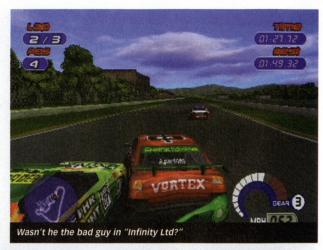




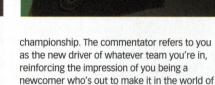












touring car racing. Besides the Championship mode, you'll find the typical Free Play, Quick Race and Time Trial modes. All three of these give you access to any track that you've opened up, along with any car you have in your garage. Right from the start you have access to 20 or so vehicles and at least half of the 23 tracks, so you have plenty to choose

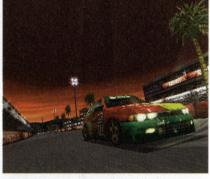


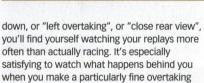
OK, we can't ignore multiplayer mode. After all, half of you have probably dreamed of racing your mates around Bathurst. Well, it's both what you've been waiting for and it isn't. In two-player

can still change the camera view in a limited way. There isn't really any noticeable loss in graphics quality either, although it does seem to use a slightly different physics model.

In three and four player mode, we see the only real let down of the game. You are forced to race from bonnet view mode, and the trackside object count is sharply reduced. You can't include extra opposition either, and the frame rate slows down a bit more. In the end, four-player mode is a bit of a disappointment when compared to the way it was implemented

If you even remotely like driving games, then this one should not be missed. If you're a fan of Codemasters' previous work in the form of the earlier TOCAs, or the Colin McRae series, you will be in heaven behind the controller of this masterpiece.





ACCURATE AND TIMELY ADVICE

maneuver.

The sound hasn't been ignored either. The developers have worked hard here to provide the right balance of car sound effects combined with commentary and pit crew and other incidental sounds. The commentary can only be heard before or after the race itself, with your only information coming from the pit crew who encourage you to catch the next driver, or to beat off the guy who's tailgating you. All the drivers are named, so it makes it particularly personal, and you begin to hate certain drivers



VEHICLES

There are almost forty different makes and models of car to be found in TOCA WTC, sixteen of which are only available when you've collected enough championship points. We don't have room for them all, but here's the two you most want to see:

Ford Falcon - Slightly better at cornering than its arch-enemy, the Falcon loses out in Acceleration. It's interesting to note that neither car has impressive ratings compared to some of the bonus cars you can get. Holden Commodore - The larger weight behind these two Aussie icons means that their top speed is only average. Luckily, the cars you'll come up against in the Australian championship are similarly lack lustre in ratings.

Here's a sample of the bonus cars you can get: Audi TT - a zippy little racer, the TT doesn't seem to handle itself against the larger Touring Cars very well.



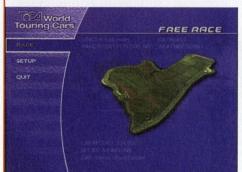
Plymouth Prowler - made famous by Clive Cussler's fictional character, Dirk Pitt, the Prowler is as enjoyable to drive as you would















BATHURST

For the average Aussie, Bathurst is probably the most well known circuit, so looking at the modeling of the track design was easier than for some of the others. Despite this extra knowledge, we still can't fault the layout of Mount Panorama and are very impressed with the whole circuit layout. All the tell-tale points are here and are easily recognisable -Conrod Straight, Murray's Corner, Forest Elbow and the rest. The high walls of the mountain rear up to your left as you ascend the steep gradient in the first half of the race. Some parts of the track are fairly narrow, and it shouldn't be a surprise to see more computer-controlled cars come to grief in the top section of the Bathurst circuit than anywhere else in the game.

As the cars in the Australian championship are the ones that are actually used over here, you'll get your chance to show Dick Johnson and Peter Brock how to really race those Fords and Holdens around the mountain. Of course, in the free race and multiplayer modes you can choose from any car in your garage, so feel free to try your hand at the Subaru Impreza or even a Dodge Viper and compare how they handle the tight corners and tough inclines to the native Falcon and Commodore beasts.

If you're a Holden fan, and have a mate who's into Fords, then this may be your best chance yet to see which really is the best on the most famous mountain circuit in the world.

Station Station

GRAPHICS:	****	The best damage model ever seen in a PSX game.
SOUND:	****	Commentary and pit crew couple nicely with realistic engine noise
M GAMEPLAY:	****	Tricky comering, and the championship is a deep experience
DIFFICULTY:	****	The AI is extremely aggressive and the tracks devilish.
LIFESPAN:	****	Some people may find the game a little too difficult in the end.



CHASE THE EXPRESS

Hollywood action has never been this cheesy!

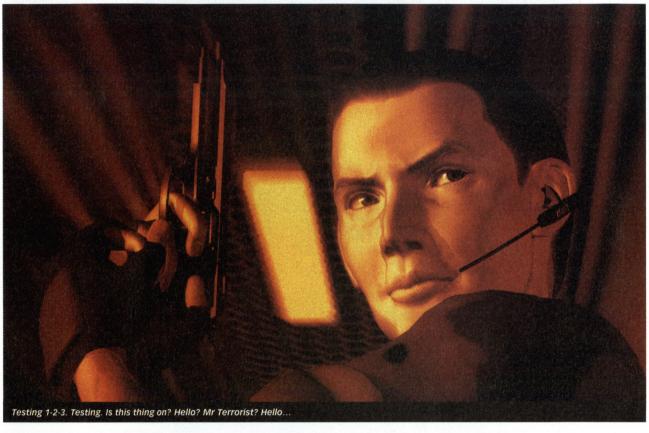
FACT FILE

- Publisher SCEI
- Developer Sugar & Rockets
- **Genre** Adventure
- Release Date September
- **■** Expectations It's sort of like a cross between Resident Evil and Syphon Filter

ALTERNATIVES

- Resident Evil
- Metal Gear Solid ▼





have never been compelled to finish an adventure game right till the end. That is, until Chase the Express came along. Sure there was Resident Evil and Metal Gear Solid. And yes, they were really good games. But I don't know... they just didn't suck me in the way Chase the Express did. All that Hollywood glitter must have blinded me.

Yes that's right, the game is like an action movie and it starts off with a pretty good FMV that is reminiscent of your typical Hollywood action blockbuster. Think Die Hard, or Under

Siege and maybe even Broken Arrow. You have your true blue American hero, Lt. Jack Morton, whom you play in the game. En route from Russia to France, the train called The Blue Harvest is hijacked by the terrorists called The Knights of the Apocalypse. Of course, they're Cold War?) The story wouldn't be complete unless there's a political figure at risk. Enter the French Ambassador with his wife and daughter who need to be rescued in the game. And what about world domination? That's where the

Russian. (Please, how long has it been since the

missiles and nuclear warheads come into play. It's not much of an action flick if you don't save the world as well.

As Lt. Jack Morton, your objective is to explore the Blue Harvest, find all the clues and rescue the Ambassador and his family and kill all the bad guys - alone. Although you will have a pretty, young blonde who'll help you later in the game. (Hollywood I tell ya!) Exploring the train carriages is simple enough and one of the good things I noted was that when there are things to pick up, the object actually glistens so you can notice it. It's not like Resident Evil where the things you need to pick up aren't always so obvious and you can pass it by. However, the status screen is very similar to the one in Resident Evil.

CHEESY AMERICAN VALUES

Chase the Express is a rollicking ride. The guntotting action is broken up by mini FMV's throughout so you can just sit back and watch a scene in the movie, like when Jack rescues the Ambassador's wife and daughter and she gives him a gold, heart-shaped pendant for good luck. Awww shucks, how sweet - and cheesy! Also there are quite a few puzzles and sub-games to solve to complete your mission. At one point you need to use the machine gun to fire at enemy helicopters and at another time you are required to line-up two moving trains. There are

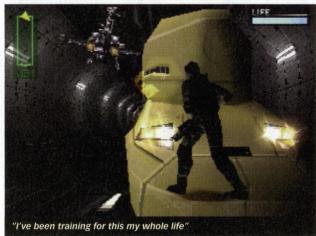














even nuclear warheads to diffuse, with a time limit! Cut the wrong wire and it's the end of the game

The game looks good too. The background may not be as crisp as Resident Evil but it definitely does the job and the characters are all rendered with good detail. The sound, while above average, is not fantastic but it sets the mood very well.

DAMN - I'VE RUN OUT OF POCKETS!

One of the things I found very annoying with the gameplay was that you can only hold 6 items at a time. For goodness' sake, the man is a NATO soldier and he'd be able to carry more than his gun, ammos, a first aid kit, a key and 2 bloody card keys - that's what pockets are for! It's most annoying when you just killed one of the bosses and they leave you with three important things to pick up and then you find that you can't carry more than what you already have. So what do you have to do? Backtrack to one of those special compartments scattered throughout the Blue Harvest where you can deposit the items you no longer need. (These are also quite handy for when you want to save your game.)The developers should have just programmed the game so that the objects you no longer need are disposed of automatically. It would have made Jack's life so much simpler. Another thing that

the developers could have done better was the camera work. Sometimes the camera angles are so bad you can't even see the soldiers you're meant to be shooting at. You just end up getting hit while trying to shoot blindly and then just end up wasting ammo. The last thing that the game could improve is lessening the frequency of load times. Every time you go into a different carriage, the game loads and that screen telling you what country and city you're in would pop up. Yeah at first it looks cool, but after you've seen it about a million times you get really sick of it. Even when you're just going to the second floor of the same carriage the game has to load and it really slows down the pace and action.

A CLASS A PRODUCTION

Despite all the little nuances of Chase the Express, the best aspect of this game for me was it's replay value. There are about 7 different endings depending on the level you played on and how successful you played the game. I started on Rookie and managed to diffuse the bomb but I only got scenario E. At the end of the game you're told to try again because you don't know the real outcome yet. So try again I did. This time around, I found a bullet-proof vest which I gave to a wounded soldier, and it saved his life. Everything else remained the same as my previous game, but, I only got scenario D.

Knowing the game a lot better the third time around, I'm hoping to get the real ending and of course to do this I'd have to play on Normal or Expert level. There goes all my free time.

I wouldn't call myself a hardcore gamer and for me to enjoy a game I need more than perfect gameplay; Everything else counts too! As annoying as those camera angles can be, the game is quite fun to play. Yes, it is very American, and it is indeed very Hollywood. And I just have to say, it's all so cheesy!!! But it's what makes the game good and entertaining in a very comical way. You can really get into Chase the Express and not realise that 4 hours of your life has just been spent in front of the TV playing a video game.

Mimmette Roldan



Station .

GRAPHICS:	****	I can't deny it's a good looking game.
SOUND:	****	The sounds chosen were very effective in setting the scene.
M GAMEPLAY:	***	Improve the bad camera angles and it would make a difference.
DIFFICULTY:	****	I still can't get a better ending than scenario D!!!
IFESPAN:	****	That elusive Scenario A ending is what drives me to keep playing



INFESTATION

In space, no-one can hear you drive

FACT FILE

- Publisher Ubi Soft
- Developer Frontie Developments
- Genre 3rd Person Blaster
- Release Date September
- **■** Expectations More overland blasting action



- Vigilante 8 2nd Offense
- Grudge Warriors ▼



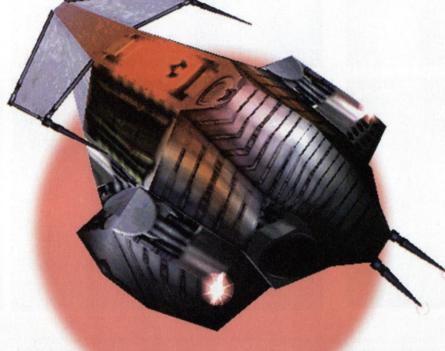
ICHOEU

hird-person vehicular combat game fans Third-person veniculai compact stake heart, for the latest blast-fest from Frontier Developments is finally here. Infestation is the de facto sequel to V 2000, and extends and refines its theme of cruising about a planet's surface blasting at nasty alien creatures. The differences between this game and the last appear to be cosmetic for the most part, with gameplay tweaking also at the fore.

The camera control issues that plagued V 2000 appear to have been resolved, and the player's craft seems at least slightly more impervious to enemy attack, bumps, scratches and slight gusts of wind which previously had the ability to blast your cyber jetski to kingdom come. No, this time around you pilot a rugged all-terrain vehicle, with destructive potential



The other significant change is that the



Is it a spaceship or an insect? Only your mechanic knows for sure

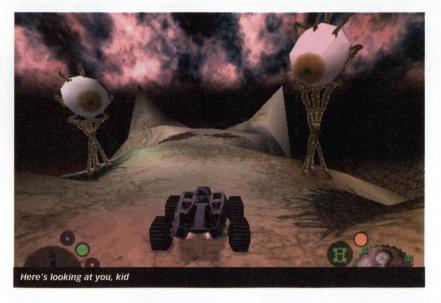






SCIENTIST





"planet" sized levels in V 2000 are no longer spherical maps to explore, but instead flat squares of land which you can drive across endlessly thanks to the map edges joining up. Credit must be given here for the vision in creating these other-worldly environments, as they certainly don't look like any place on Earth. Also the enemy creatures you face are intimidating, be they scuttering insect tanks or flaming, skeletal dragons.

LIKE THE MARS ROVER, ONLY BIGGER

At the most superficial level this may appear to be Moon Patrol 3D, in that you traverse a hostile alien moonscape plagued by xenomorphs and deadly obstacles on linear preset courses. While this is true. Infestation. differs from traditional side-scrolling shooters in two major ways.

Firstly, your vehicle can be substantially upgraded through the course of the game. Your basic cannon can be complemented by blasters and grenades, and your means of locomotion can change as well, such as by inflating your tyres to monster wheeler size, or by granting your ride the gift of flight.

The Terran military hasn't seen fit to grant your mission-critical vehicle any of these upgrades at the outset. Instead, you must earn them by the tried and true game feature of resource collection. Special glowing crystals are scattered around the game maps, often placed in such a fashion as to allow their collection with only minor deviation in your progress from A to B. That is, you'll often find them arranged in straight lines. Once you have enough of them you can trade them for parts and ammo at human factories in your path, but to complicate matters further you can't build an upgrade until you have the plans for it.

The little dudes who you'll find wandering aimlessly around the designated human settlements are the source of new design specs, and you'll get a message informing you whenever one of these "scientists" comes up with an amazing breakthrough that will change your life.

ON THE RIGHT TRACK

The other way Infestation differs from games released 20 years ago is that while the missions are linear, they provide the illusion of freedom of movement. Peering down on the landscape from the satellite view of the mission reminder screen one can see every contour in one's path, and could even be convinced that your adjustable map's view could scan anywhere on the planet. But rolling off one side of the map just brings you back to where you started.

A guick survey of your numbered mission objectives will demonstrate how they are channeled through ravines, girt by impassible terrain features, requiring the player to move in one direction through the course of a level, from the starting point to the jump gate.





It's interesting to note that while the enemy are alien invaders, and the theatre of war is the galaxy, the only way this affects the scope of play is in the character designs and sound effects. The scale of the arenas in which you fight is relatively small, as are the numbers of combatants. There is little implied presence of air support or even fellow human warriors; the player is alone in his fight. This can be explained by the presence of warp gates and the logistical complacency they'd foster in the human settlers, and of course the mindless alien tactics on display can be attributed to their control by inscrutable animal cunning.

FROM ANOTHER PLANET?

This is a game that looks like it was designed by ravers, or at the very least with techno-heads in mind. Every single detail from option screens to the high score table has been laid out in the

most futuristic fashion they could think of, and impressive graphical tricks and algorithms have been implemented for no other reason than they look cool.

Infestation is probably the most refined and stylish member of its genre on the PlayStation, outshining slapdash products like Grudge Warriors. If criticism were to be laid against it, the most fertile ground would be on the unoriginality of the subject matter. Also the game options are limited, there is no multiplayer mode, and the uninitiated may find an overreliance on themes from previous games in the series. These factors also lend to the singularity of purpose, and help to make Infestation unique amongst its brethren. The game is polished, stylish, atmospheric, and relaxing to play. You can't really ask for more than that.

James Cottee













ELITE

Frontier Developments was founded by David Braben, one of the co-writers of the now-legendary space combat game Elite. Its nearperfect blend of action, strategy and trade on an intergalactic scale was something of a one hit wonder for Braben, for after parting ways with Ian Bell he produced two sequels which were technically superior, but flawed from the ever-important perspective of gameplay.

Recently Braben announced that Elite IV was in development, and in addition to the ubiquitous PC format it would be safe to assume it will also be coming to the X-Box, the PS2, or both. Let's hope that his production team are lucid, or at least competent this time around, as each new Elite isn't so much a game as a cultural event.





GRAPHICS:	***	Some rather surreal alien planets here
SOUND:	***	Some techno, nice effects. Evocative, if repetitive
GAMEPLAY:	***	Tried and true action/adventure formula
B DIFFICULTY:	**	Essentially another blast-'em-up
IFESPAN:	**	Still moderately groovy after completion

TEAM BUDDIES

he latest effort from Psygnosis Studio

battlefield mayhem. It seems like an obvious

Camden, Team Buddies sets out to

deliver the timeless feel of cartoon show

genre for a game to fall in to, but truth be

Invite your buddies over for some hot pneumatic action!

ion!

FACT FILE

- Publisher Sony
- Developer Psvgnosis
- Genre
 Action Battle
- Release Date September
- Expectations
 The best top-down
 multiplayer mayhem
 since Combat on the
 Atari 2600.

ALTERNATIVES

- Worms

 Armageddon ▼

 Red Alert



Little surprise then that in this environment Team Buddies grabs your attention like a mortar in your corn flakes. Set against the backdrop of a rolling, surreal comical countryside, up to four players can command a squad of up to four "buddies," inflatable, friendly looking little men who look alarmingly like pharmaceutical capsules. Each can pick up weapons like shotguns, rocket launchers and flame throwers, or pilot vehicles like tanks and jet fighters.

HOW YA DOIN,' BUDDY?

While this is all the information your average gamer needs, the obligatory plot has also been included. Once upon a time the buddies of Buddy World lived together in peace and harmony. But when the menacing cube-shaped moon appeared far above, their peaceful existence was shattered forever. For the moon started dropping crates upon them, crates full of nasty weapons. Soon their peaceful society was shattered, and buddies began warring against each other based on the colour of their rubbery skins.

This was no accident, for far above the inhabitants of the moon, the Baddies, had orchestrated the genocide for their own amusement. Dropping weapons of greater and greater destructive power, there was no end to their malicious merriment. But as they learned the art of war the buddies grew strong, and may

soon challenge the Baddies in their high castle. This is the plot the missions of the single player game follow, but knowledge of who and what the buddies are is not essential for multiplayer action, the games primary function.

CRATE BALLS OF FIRE

Central to the play mechanics of Team Buddies are crates that fall from the sky. Your section of buddies must carry and hurl these cubes from the designated cargo cult drop zones to a special stacking pad at your base. When smashed open anywhere else, the crates yield health or ammunition. When stacked on the pads however, they can provide projectile weapons, more buddies or vehicles such as tanks and planes.

Thus your typical deathmatch game begins with a mad dash for crates, as every new buddy increases your productivity and chances of survival. When you have more than one buddy the triangle button can swap between them, and sophisticated AI routines guide the actions of your other buddies. You can order them to create any item of hardware available, and they will stack and smash like madmen until it's done.

There are also some more cerebral conflict modes available. In addition to your basic war mode, there is also a variant of capture the flag where the game times how long certain checkpoints are controlled on the map to determine the winner. There's capture mode, where the object is to steal the rival teams' livestock. Each pig and chicken is rendered similarly to the buddies themselves, in a sort of bulbous, air-filled form. There's even a variant of soccer called Bomb Ball, where the object is to hurl exploding bombs through the enemies' goal posts. All of these different multiplayer options are rendered in the same game engine, which suits all of them down to the ground.

GUNS OR BUTTER?

In addition to the rules of play and the arena (of which there are dozens to choose from) you can also choose the weapons loadout available. That is, you can select what kind of weapons are unlocked by stacking the crates in the preset patterns. In one weapon set a certain array of crates will reveal a rocket launcher, in another grenades, or perhaps flame thrower. On any given level the number available is doubled by the inclusion of rare blue crates in with the common red ones, and successful single player gaming is rewarded with more destructive options in the multiplayer mode.

It's worth mentioning the quality of the speech, music and effects which have been implemented in a way that can only be described as unique. On top a of a layered techno soundtrack in the background, as the in game commentary sounds like it's been culled from old British radio shows. This anachronism only lends further comic value to the already













madcap antics afoot and is an excellent example of how a product can revel in its English-ness without necessarily alienating the world at large.

VISUALS THAT ENCAPSULATE THE ACTION

Astounding also is the visual language used to communicate the buddies, their weapons, and the world they inhabit. One might first get the impression that this is a Japanese production, with the iconic simplicity at work here. Buddy World is perfectly symmetrical, and the full spectrum of a buddy's emotions can be reflected in the thin rectangle of his face visible

at any moment. But western influences soon show themselves, such as the slapstick way the buddies explode to leave only their shoes standing, or the armoured vehicles they drive which carry a distinct flavour of the world wars.

Indeed, if any more detail was given to the graphics it would only get in the way. I'm looking forward to how this title in particular will look when enhanced by the PlayStation 2's ability to run PSX games more smoothly. The graphics engine is rock solid just on the regular PlayStation, even in four player mode where the split screen effect can often work against

multiplayer gaming.

Team Buddies is a high quality product. It encompasses both a challenging single player experience and a multiplayer game with the potential for limitless mayhem. It takes a simple concept, a game where little guys run around and shoot each other, and packages it perfectly for the PlayStation. It's sort of like Worms Armageddon meets Command And Conquer, but it's much more besides. If you want multiplayer violence, then this is where it's at.





James Cottee



Station Station

****	Crisp, clear, uncluttered, and very techno
***	Surreal commentary and groovy music
****	Great stuff - pure arcade action all the way
****	Single player campaign is pretty tough
****	Stacks of options, and encompasses the timeless theme of conflict
	*** **** ****

92 PERCENT

X-MEN MUTANT ACADEMY

Being a Mutant was never this much fun. Or was it?

FACT FILE

- Publisher
- Developer Activision
- Genre Fighting
- Release Date August
- Expectations Hey, why can't I be Rogue?

ALTERNATIVES

■ Marvel Vs Capcom
■ Tekken 3 Platinum







With their numerous comic book titles, significant appearances on console and arcade games, and a live-action movie, the X-Men are becoming household names. It was only a matter of time before they got a fighting game all to themselves, where they can inflict grievous injuries on each

other without interference from characters outside their milieu. While this title bring some impressive style and slick art to the PlayStation, it doesn't really offer much of an exciting game that a fighting fan will need in their collection.

STANDARD FARE The concept of X-Men

Mutant Academy is one that any PlayStation owner will be immediately familiar with: two characters, each with a fairly silly costume, punch and kick each other until one has no energy bar left and collapses, leaving the other to momentarily gloat before another pugilist

takes their foe's place. The characters that can be initially selected are Wolverine, Storm, Cyclops, Gambit, Beast, and Phoenix. Mystique, Toad, Magneto and Sabretooth can be unlocked by completing arcade mode (they're the bad guys, by the way). Considering the huge selection of characters in the X-Men mythos, and the high number of characters that Namco and Capcom fighters usually offer, 10 is a rather disappointing lineup. Many fans will be frustrated at

not being able to choose



such favourites as Havok, Nightcrawler or Rogue.

The selectable modes are the obligatory arcade, versus, and options, plus training and Cerebro. In versus mode all the characters are selectable, which is good for some quick "graband-go" gameplay, or those who can't be bothered finishing the arcade mode four times. Options mode is surprisingly disappointing; apart from picking controller settings and difficulty, there isn't much left to choose. It would be good to set things like time limits and number of rounds required to win. Training mode offers a good twist in that you can practice your moves under the tutelage of Professor X in the infamous "Danger Room" (which Xavier uses to sort the, er, mutants from the children). His voice becomes annoying fairly quickly, however. Cerebro mode is where the many FMVs are

selectable, and there are quite a treat. Even before unlocking anything, the trailer for the X-Men movie can be watched, and it looks impressive. As the game is finished more times, special intro and ending FMVs can be unlocked. They are not bad in quality, and their high number ensues that fans will be digging rewards out of this game for some time.

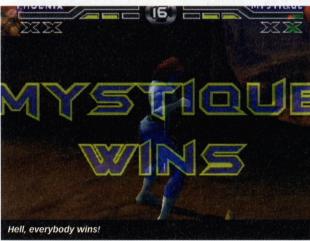
SYSTEM SNAGS

The fighting system in this game isn't the worst seen yet on the Playstation, but it isn't the best. It resembles the Capcom series of Street Fighter games more than the Tekken/Dead or Alive school of combat, in that the fighting all occurs on the one plane (though the characters are rendered in 3D, curiously enough), and fighting is generally dominated by lots of very high jumping around. Each character has three punches and













kicks, from weak to strong, and a counter and throw button. Throw is self-explanatory; counter is a defensive move that has different effects depending on what move it is used against. Against certain attacks it will evade and push the attacker away; against others, it can perform a "free hit," not unlike the reversal of Tekken. Obviously, timing is the key to mastering that move.

There are two attack heights, high and low, and high and low blocks to defend against each. Each character has a variety of special moves, generally based around quarter-circles forward or back. These are not as abusively powerful as their counterparts in the Streetfighter series of games, fortunately. In fact, they are often not as good as the medium and strong punches or kicks. This makes for some more interesting combat and tactics than the tired "hadoukens" and dragon punches of which we have seen so much.

One curious problem which plagues this game is the astonishing durability of the combatants. Each character has a healthy life bar, and it is surprising to see your 5 hit combo made up of strong punches and special moves take only a fraction of damage off your opponent. Not only that, but each character has a "regeneration" ability which lets them regain some of the damage they have received from every hit, given enough time. Obviously, this

leads to some very long fights, and many are decided by health remaining at time over. This was a curiosity at first, but became boring and frustrating after a while.

One innovation this game makes is in the "super" department. Rather than having some easily performed power moves which can be charged up to a game-shattering super, this game gives you no less than three super bars, each of which is charged up by a different move. You can even transfer energy between bars, if you're quick enough! This leads to some interesting tactics, and is a sensible and balanced approach to giving fighters occasional access to big attacks without making forcing people to repeat tired moves.

TECH SPECS

Technically the game is quite polished in some areas, and strangely lacking in others. The character models and costumes aren't bad, though the animations sometimes look a bit clumsy. The throw moves however are all excellent, and really show the characters' powers and style well. The backgrounds are generally good, with animations similar to Marvel Vs Capcom 2 (though obviously not as detailed). One of the more notable was a fighting arena atop a ruined building in a city devastated by the mechanical Sentinels; the giant robots can even be seen jetting about in the

background

Sound on the other hand is pretty abysmal. The music is almost non-existent, and the character's voices are repetitive and poorly acted. The Fighting sound effects aren't worth speaking about either. Some of the game's cosmetics are all class however, such as the superb loading screens displaying comic-style portraits of the characters, or even actual covers from X-Men issues! These great touches go a long way to generating the feel of the larger-than-life heroes the game features.

X-MEN DOESN'T QUITE MARK THE SPOT

Featuring some of the favourite X-Men characters, this game will obviously be a must-buy for dedicated fans of the comic, cartoon series or movies (yes, they're planning to make it a trilogy). For fighting game enthusiasts, X-Men Mutant Academy is not bad, but in some areas disappointing. Great backgrounds and splash screens are let down by crummy sounds, and while the surplus of FMVs offers great longevity, the fighting action isn't up to the caliber of Tekken. Perhaps the developers could have benefited from more hours in the Danger Room to brush up their skills; Mutant Academy doesn't quite make the grade.

Leon Tranter

Station Station

GRAPHICS :	***	Good in some areas, clumsy in others
SOUND:	**	Surprisingly poor, bordering on the annoying
MACHINE GAMEPLAY:	***	Standard fighting stuff, done relatively well
m DIFFICULTY:	***	Al is pretty poor, there are some very powerful and easy moves
M LIFESPAN:	****	Unlockable characters and FMV scenes will keep you coming bac

REVOLT 2: RC REVENGE

Pretend that you are pretending to drive a car

FACT FILE

- Publisher
- Developer Acclaim
- Genre
 "Wacky"
 Racing Game
- Release Date August
- Expectations
 The first ReVolt was uninspiring. How good can this one be?









- Crash Team Racing■ Muppet RaceMania ▼





There aren't many games about remote controlled cars. I think one of the reasons for this is that it is a simulation of a simulation (reminiscent of the excellent novel "The Aardvark is ready for war"). As far as gimmicks go, trying to sell a racing game by making it a remote controlled car racing game is fairly unremarkable. To make matters worse, this is a sequel to a previous dismal remote controlled car racing game. What I am trying to say is that the basic premise of the game is deeply flawed.

STANDARD ISSUES

The standard array of racing game options are there, pick a car, pick a track, pick a mode and away you go. Each car is rated in three areas,

speed, acceleration and handling. Once you are actually racing, you will notice that the controls are oversensitive. This translates into spending most of your time just trying to stay on the track, let alone being competitive in the race. Getting turned around and becoming disoriented is much easier to do than in other racing games. There are power-ups, weapons and a range of different themes to race in, but there isn't anything really eye-opening.

BAD TRACKS

The tracks themselves are not really well designed and have the feel of being randomly slapped together to fit a given theme. For example, there are tracks named along such lines as Horror World, Space Adventure, Jungleworld, AKLM studios and Monster World. Ninety degree turns in darkened areas are not uncommon, and the graphics compound the problem by often failing to clearly display which direction the track curves in. This tends to result in your car slamming into a dead end. What's worse is that the camera angle tends to zoom in when this happens, so you don't know which direction to reverse or accelerate in to get back on track. Also, getting turned around and driving in the wrong direction happens with an alarming frequency. In other racing games, getting turned around can take quite an amount of screwing up to occur, but in RC Revenge all it







takes is holding the steering controls for a half second too long

WHY IT SUCKS

There isn't any one aspect of the gameplay that makes RC Revenge a bad game, but it is exactly that regardless. Not all games can be original, but if you're going to make something as hackneyed as a racing game, then you are going to have to be sure that it's big on fun. Developers have to ask themselves "What can I do to set my substandard, unoriginal, crappy racing game apart from the other 500 such games on the market?" Perhaps the RC Revenge development team asked themselves this question and answered by saying "Make the cars remote controlled!" RC Revenge is just another uninspired entry into the overcrowded car-racing field. The fact that you are racing remote controlled cars enhances nothing.

Rodney Gall



M GRAPHICS :	**	Colourful, yet quite dirty at times	
SOUND:	**	Nothing to get excited about	
M GAMEPLAY:	**	Fidgety controls, just not fun	
III DIFFICULTY:	***	Forget trying to win, trying to stay on the track is tricky enough	1
# LIFESPAN:	*	A few different modes, but you won't want to play them	B. as

EVO'S SPACE ADVENTURE

The evolution of species is now more stupid than ever



- Publisher Jack Of All Games
- Developer Runecraft
- Genre 3D Puzzle Solving
- Release Date **Out Now**
- **■** Expectations Quirky, fast playing problem solving











ALTERNATIVES

■ Vigilante 8 2nd Offence V





nyone who knows anything about Agenetics will tell you that the people of the future will have wheels instead of legs. So too mice will have springs, polar bears will have tank tracks and dogs will have rocket thrusters. Evo's Space Adventures is set against a bizarre futuristic background. The plot centres around a rogue space station that has been missing for a thousand years. The space station (named "Silicon Valley") was designed as an experiment in artificial life and robotic evolution. However, a mere seven minutes after it's deployment, the station disappeared. A millennium or so down the track it has resurfaced. A group of hardened space marines that were sent to investigate have been lost without a trace, so the government has decided to send in a cheap and expendable alternative, Dan Danger and his sidekick Evo.

DANGER'S MY NAME, DANGER'S THE GAME

The player takes control of Evo, who is a supposedly "super-intelligent", self-evolving robot. Evo looks more or less like an oversized micro-chip and bears something of a resemblance to the deadly robotic spiders from the 1980s sci-fi flick "Runaway." The aim of the game is to work through each of the levels of



Meet Dan Danger, and his sidekick Evo. They've got my vote

the space station, clearing them out by completing numerous goals. However, each level is populated by a bizarre variety of robotic life forms intent on foiling Dan and Evo. Gravitydefying sheep, dogs on wheels and even more peculiar critters will be encountered as the game progresses. The action takes place in an overhead 3D view. At the start of a typical level you will be given control over one of the creatures populating the area and you must meet certain goals to move on to the next stage. Different creatures will react to you in different ways. For example, if you are in dog form, the cyber-sheep will flee from you, perhaps engaging their miraculous anti-gravity drives in the process. However, the enemy dogs will be more aggressive and will have at you with their

GOALS, SHORTFALLS, SHEEP

It all sounds like a refreshing, if somewhat bizarre concept for a game. When I saw that my first briefing was something along the lines of "Collect some energy and get a sheep," I thought that I had hit upon a game that really understood what gamers want: cybernetically enhanced sheep. Unfortunately, the gameplay lets the concept down. The movement of the characters is painfully slow. I found that I tended to spend more time in transit than



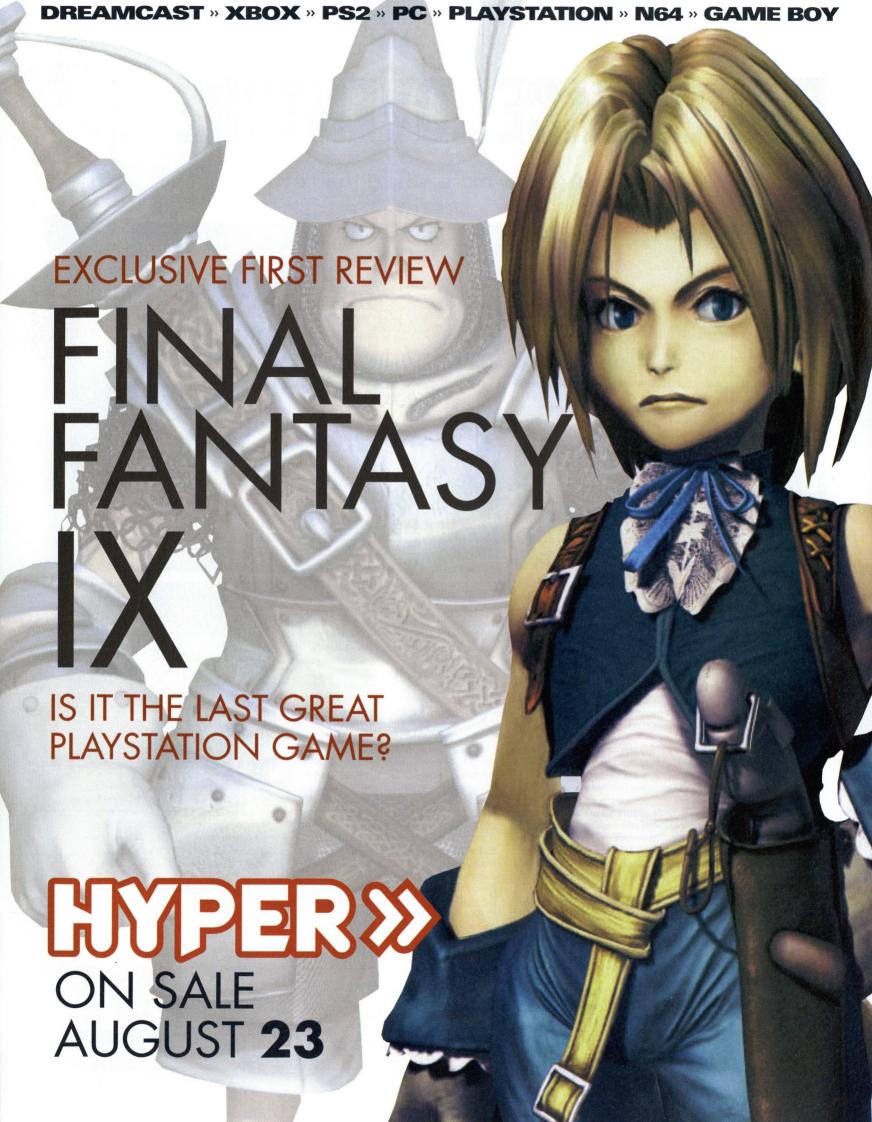
actually solving puzzles or trying to achieve goals. To make matters worse, it only takes one level until you reach the most uninspired of gaming devices: the jumping puzzle. I was expecting the gameplay to be fairly simplistic, but fast-paced, somewhat frantic fun. Instead, it plodded along and very quickly became very boring. The original quirkiness of the bright landscape and odd creatures rapidly gives way to slow-moving trudging around the map. It's a pity, because if the game had been properly executed, it could have been a lot of fun.

Rodney Gall

Station Station

GRAPHICS:	***	Bright and colourful, but a little bit scrappy
SOUND: ■	**	A little disappointing
GAMEPLAY :	**	Slow moving and tedious
m DIFFICULTY:	***	Easy to understand, but clunky to play
M LIFESPAN:	***	Quite a few missions, varied enemies





TRON BONNE

The friendliest game ever made!

FACT FILE

- Publisher Ozisoft
- Developer Capcom
- Genre
 Action/Puzzle
- Release Date
 Out Now
- Expectations
 Tron Bonne? I
 thought she was a
 bad guy...





Single Player



Memory Car



Dual Shock Compatible



■ Terracon ▼









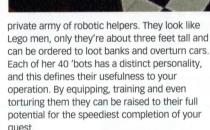
The Misadventures Of Tron Bonne (this games full title) represents something of a departure for Capcom. In it they have diverted from their standard path of mass producing endless sequels to their successful fighting and action game franchises, and instead chosen to create something truly different. A sequel of sorts to Megaman Legends, it once again represents the characters and situations of the Megaman universe in 3D, but it differs from the first game in two main areas.

Firstly, you're not playing Megaman, you're in control of his nemesis, the sky pirate Tron Bonne. Secondly, rather than being another old game rehashed with the expectation that the public will swallow anything, this game goes out of its way to impress a feeling of genuine fun in the player.

HAPPY HAPPY, JOY JOY

When you sympathise with a character in a video game, there's a certain intangible bond, a certain magic that words cannot describe. Although it's just an array of pixels on a phosphor screen, you know deep in your heart that you and the imaginary character you're vicariously living life through are somehow one.

This is the case with the Servebots, Tron's



This being to raise a vast quantity of money. Tron's brother has been kidnapped, and only by pillaging everything in sight can you scare up enough cash to free your bro. The thing is, you can't really imagine Tron as being a criminal; she's just too nice. And as for your hench-bots, they're the most sensitive, caring little things you could imagine. When you talk with them, they impart words of encouragement. When they get hit in battle, they run away wildly with tears streaming down their cheeks.

SO EASY, A CHILD COULD DO IT

The levels you must complete are all laid out with plenty of bright, friendly colours. When piloting your mech in combat you are accompanied by a squad of six Servebots, and you can use them to attack just about anything. After locking onto a target you can sick them on it, and their attack will vary on the victim. For



instance, if you make them raid someone's house you'll be treated to a little cut scene of them looting all the cupboards and watching their TV! Some levels involve combat, others puzzles, but all have fun as the primary

The Misadventures Of Tron Bonne is packed to the gills with enthusiasm and childlike glee. The voice acting is great. The melodrama is spot on. It's easy enough for anyone to get into it. In short, it's hard not to like this game. If there's anything wrong with it, it's that it could have been longer.

James Cottee

Station

GRAPHICS :	***	The character designs are priceless
∰ SOUND:	***	Iffy music, brilliant voice acting
SECOND SECOND S	****	Enough play styles to keep everyone happy
m DIFFICULTY:	**	Any harder and it would make your Servebots cry!
IFESPAN:	**	Short for an RPG, but perfect for a diversion



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BALLISTIC

A puzzle game with amazing magical balls!

FACT FILE

- Publisher GT Interactive
- Developer THO
- **■** Genre
- Release Date August
- Expectations How exciting can another puzzle game be?





ALTERNATIVES

- Tetris
- Puzzle Fighter II ▼

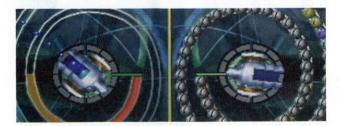








Remember all those nights staying up late playing game after game of Tetris? If you do, perhaps there's a new title that may take its place if you're looking for something new to play that's different but with the same addictive and puzzling quality.





Ballistic is a new puzzle game by THQ. The concept is simple - a line of coloured balls travels along a spiral and in the middle of the spiral is a canon-like machine that you can shoot coloured balls from. The aim is to match at least three balls of the same colour to obliterate them and thus prevent the line of balls from reaching the end of the spiral. Simple right? Err, not quite actually. I thought this game was going to be a cinch but playing the game proved me wrong. **EASY TO GET INTO...**

The game is really easy to just pick up and play. Once you know your objective, just press the X button to shoot out the balls and you're off. Ballistic is a one-button game, however, doing well takes a fair bit of cerebral effort. The trick is to try and maximise how many balls you can obliterate in a chain. This means picking out the best place to aim so that you start a chain reaction of destruction from one ball. Another thing to think about is where to aim your balls so you can set up the line later for more chain reactions. Don't underestimate this mental challenge because it is not as easy as you might

The VS Mode of Ballistic is similar to Tetris and Puzzle Fighter wherein the balls that you clear get added on to your opponent's line. Unless you're both really good, this usually ends up being a quick game.

AN OVERWHELMING BARRAGE OF BALLS

In the Panic Mode you have to continually fend off the never ending line of balls. It's always easy enough in the first few levels but as you obliterate more and more balls you do start to panic as the line of balls starts moving faster and obstacles start to appear. For example, there is what looks like a black torpedo that pushes part of the chain faster and you need to shoot this to stop it. It's hard to do this at times because the other balls may be in the way and you can't aim

As you complete each stage in the Stage Mode you get obstacles such as mini whirlwinds that bounce out your ball and bees that get in the way of your aim. This makes it almost impossible to clear out the balls as the chain gets closer and closer to the end. To balance out the hazards there are things that could help you too. You get to shoot out a bomb that can obliterate balls of a certain colour and you can also freeze time temporarily if you're lucky enough to get the clock to shoot at.

If you're puzzle-game crazy and you want to take up this challenge, Ballistic will definitely satisfy you. A definite hit when you've got some drunk buddies around as well...for a few hours,

Mimmette Roldan

Station Station

GRAPHICS :	**	Nothing flashy - they serve their purpose.
SOUND:	**	The background sound could have been funkier.
GAMEPLAY :	****	Simple, yet very effective in holding your interest.
M DIFFICULTY:	****	There are enough challenges here from the rookies to the experts.
IFESPAN:	***	Easy to pick up and play if you want a quick blast

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FINAL FANTASY VIII

60-80 hours worth of monsters, magic, and lovely FMV

FACT FILE

- Publisher Sony
- Developer Squaresoft
- Genre RPG
- Price \$39.95
- Score
- 90%



t should come as no surprise that Final Fantasy VIII has achieved Platinum status. As the sequel to the game that turned 'RPG' into a mainstream term, this game was destined to sell by the bucket load no matter how it turned out.

Final Fantasy VIII puts you in control of a student at the SeeD Academy. It's essentially a dressed up academy for high-priced mercenaries; and Squall Leonheart, the character you play, is about to graduate with one of the most difficult weapons in the field: the Gunblade.

The game initially takes you through his final exam, which involves landing on the nation of Dollet Dukedom and driving out the invading forces from Galbadia. Safeties are switched off, the enemies are real, and students run the risk of death should they

Once the graduation proceedings are over, Squall is assigned a team and sent on a real mission. It's here we learn that the apparently meaningless skirmish at Dollet Dukedom was pointing towards a much greater global conspiracy by the Galbadian Empire, now controlled by the evil witch Edea, to control the world. From there, Squall learns the better part of teamwork and responsibility as he pursues the witch; and in the process falls in love with

'Mmmm... Nice codpiece!

Rinoa Heartilly, the rebel leader who originally

Final Fantasy VIII comes packed with all the usual window dressing. Incredible FMV sequences (the opening, featuring Liberi Fatali remains one of the best of all time), cinematic effects, and jaw dropping summon spells form the bulk of the game's wow factor.

The remainder of the game, however, has not aged very well. In hindsight, the story is not very plausible. That's assuming you consider any Final Fantasy plot plausible, that is; but nevertheless, the game's deliberate use of love as its central theme makes many of the plot devices seem contrived, predictable and unlikely. The use of Laguna Loire as Squall's foil, while interesting when it's being revealed for the first time, amounts to no more than simple experimentation with story-telling techniques. It actually makes the game more confusing than it needs to be.

Even the main character, Squall, is not that likeable a hero. He's actually an asshole. He's disrespectful to his teacher, he's insensitive to his friends, and even when you're screaming at him to be friendlier with the babe that is Rinoa, he still behaves like the world owes him a big favour. This lack of connection with the main character certainly has the potential to leave many players feeling alienated.

Finally, the magic system is too unbalanced and open to exploitation. Spells can be drawn at an unlimited rate, and the ability to switch junction abilities freely robs any meaning from the notion of individual character development. It's not horrible, mind you - just extremely unevolved compared to Vagrant Story and Final Fantasy IX, which uses the magic system from FFV and VI anyway.

Worth getting? Well, it's definitely value for money. Just don't expect an entirely coherent narrative - otherwise, you can always wait for Final Fantasy IX.

Kevin Cheung







COOL BOARDERS 3

White on white - What could be blander?

FACT FILE

- Publisher
- Developer 989 Sports
- Genre Snowhoarding
- Price \$39.95
- M Score
- 61%



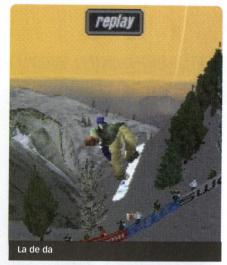
remember the first time I played Cool Boarders...I thought it was one of the most innovative and fun games to come around in years. I missed out on Cool Boarders 2, and then when Cool Boarders 3 hit the shelves once again I was transfixed by the excellent gameplay and crisp graphics.

Now, after having played all the skateboarding and snowboarding titles that have since been released, CB3 doesn't seem that great anymore. It might be unfair, but when compared to a game like Tony Hawk's Skateboarding - which has a similar theme, it's just on a board with wheels, not on a board on snow - it's quite bland and boring.



The main problem with CB3 is that it has a distinct lack of variety. While there are a multitude of characters to choose from, the only differences in them are purely cosmetic. And while there are plenty of different courses to choose from, they all look very similar (white).

Performing tricks is also very boring. You can launch off most inclined surfaces, and once you're in the air press a button to do a trick, and then combine it with pressing the D-pad in different directions to do different moves. This is very tedious and the moves hardly evoke any "ooooohs!" at all. In the downhill events, you can now also punch your opponents. This is meant to be a "big feature", but it usually just



ends up slowing you down.

The graphics haven't dated much. but apart from the reduced price there's not much to offer in Cool Boarders 3 to anyone besides snowboarding fans. Try and find a second hand copy of the original Cool Boarders instead.





X-FILES

Dial R for Redundant

FACT FILE

- Publisher Fox Interactive
- Developer Hyperbole Studios
- Genre Adventure
- Price \$39.95
- Score
- 68%



must say it was a bit of a shock learning that the guy who played the T-1000 would be the new male lead on the X-Files. I was still getting used to the idea of him being that cop in Wayne's World, and now they spring this on us. He's not in this particular game though, this is an adventure set in the "classic" X-Files era, where you play Craig Willmore, a character manufactured so you can interact with both Mulder and Scully at the same time, not to mention all your other favourite characters like The Smoking Man and Skinner.

The modern point-and-click adventure game hasn't really changed since the 80s. It evolved from the old text adventure games, and while on the surface the graphics are much prettier now, the essential mode of gameplay remains the same. Point and click, make a decision, point and click, watch some FMV, point and click, find a key that you'll probably need later on. This game is no exception; it's a choose your own adventure book come to life.

Unless you are a rabid fan of the X-Files and absolutely must own every single piece of merchandise that has ever featured them, then you probably won't get a lot out of this game. It plays okay, the moving pictures look nice, and it spans four discs. But a gaming product of this kind will always be tacky.

Eliza Turing







SPYRO 2

The Purple Dragon is now Platinum - Colourful enough?

FACT FILE

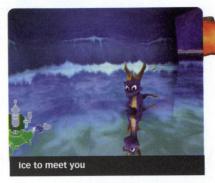
- Publisher Sony
- Developer Insomniac Games
- Genre
- Price
- Score
- 83%



Spyro 2 was a great game when it was first released. Sure, it was aimed at a younger crowd with its bright colourful graphics and cutesy grins and faces on the various characters, but there was something there that made it appeal to older gamers too.

Now, six months down the track, Spyro 2 is set to be released as a Platinum title and we've got a chance to look at it again and try to figure out exactly what it was.

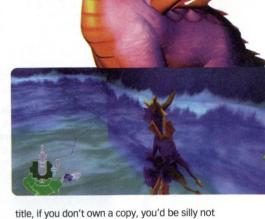
The secret of this sequel is that it is fairly easy to get through to the final showdown, but to get 100% it was almost impossible. The developers have struck an almost perfect



balance for their level design so that anyone can have a go and enjoy it at their respective level of competence.

If you look close enough, you'll find that a lot of the 29 levels are based on environments that are familiar to most of us and really bring an amusing twist to those cliched scenarios. The levels do have great variety and each has a number of challenges to beat, although in some cases they are quite linear. Despite this straightforwardness, there is something to be said in the old saying of "it's one thing to know how to do something, and another thing entirely to get it done".

Now that Spyro 2 is released as a Platinum



title, if you don't own a copy, you'd be silly not to go grab yourself one. It still has the ability to get you sucked in with its deceptive simplicity while providing an extremely long game for those desiring perfection.

Andrew Parsons

TARZAN

Swing from vine to vine to vine to vine to vine to vine to vine...

FACT FILE

- Publisher Activision
- Developer Disney Interactive
- Genre
 Platformer
- Price \$39.95
- Score

77%



Based on last year's cinematic release of Disney's Tarzan film, this game follows Disney Interactive's time-honoured tradition of using an established game design without adding anything new or innovative to the equation.

The result? A largely inoffensive game that managed to sell heaps by virtue its association to the movie.



Tarzan is structured as a 2.5D platform game. That is, you run directly from left to right, but the camera will pan and zoom around you

to give the action a little more impact.
Essentially, the game is meant to take you through Tarzan's days as a formative young boy to becoming a strapping young man. And relatively hairless, mind you.

The majority of the game is spent jumping and climbing through a predictable series of trees and vines, fighting off the baddies by throwing pieces of fruit at them. Every so often you'll encounter a mini-game where you're either swimming or running



directly towards the screen, which is an interesting diversion.

All in all, Tarzan is honestly an extremely ordinary game. Enjoyment of it will depend on (a) whether you're a big fan of the movie; and (b) your threshold for tolerating music by Phil Collins. No doubt, the formula works well for kids; but for mature gamers, both factors are largely meaningless. It's a tragedy that games like Tombi 2 or Klonoa, which are better in every way, should be looked over for Platinum status when the only thing Tarzan has going for it is the movie hype. That's commercialism for you.

Kevin Cheung



EAKY QUEST

Dear Station,

A friend told me that he saw on the internet that in England the PS2 is only going to be available if you pre-order it and that you won't be able to buy it in shops? Is this true? Also, will they use the same system in Australia? I don't see why I should have to give my private details to Sony just to buy a PS2. What's the deal?

> Paranoid Not telling

Don't be ridiculous. Sony realise that most people still don't have the internet, so in order to sell as many PS2s as possible they'll continue to use conventional "shops." Of course if you subscribe to a dangerous informationtool like the net, then you should be ashamed of yourself, electronically tracked, monitored, stuck in a little box and zapped at random intervals with electric shocks until you start laying





Yo wass-up PlayStation freaks.

Whinge, Whinge Whinge, Whinge!!! That's all I ever hear from all the bloody "Readerz" of your mag! Every Goddamned issue, some sponge is whining about piracy, crap games or just ranting on how great your magazine is.

Well, I'm a different story ..

TBT

The remainder of this letter was unsuitable to print.

Dear Station,

Your magazine is great! I thought Street Fighter EX2 Plus sucked, too, Now to the point: I have read one issue, and I'm sure that Anna Williams [from Tekken] hasn't been mentioned in any issue so far. Nina is a mean bitch who needs to be stuffed in a morgue. In your next issue, PLEASE have have a section devoted to Anna! Okay, I'm a hardcore Tekken fan. The only reason Nina looks cute in Tekken 2 is because Anna forgot her lipstick. Seriously. How could Namco do that to Anna? Then there's her T2 ending... poor thing. I suppose you could have a section for all the Tekken women... it'd be worth itII

Scott Hetherington

You baffle us, Scott. First you assert that you have read only one issue of our magazine. Then you make the assumption that no issues of our magazine whatsoever have any reference to Anna Williams. This logically inconsistent belief suggests you have an unnatural attraction to Anna, an idea given weight by your begging and pleading that follows. Please note that she is not a real person, merely a platonic ideal, and only given form by a computer generated illusion and your undying belief that she exists. Rest assured that we will dedicate huge vats of ink to depicting the Tekken girls upon the local release of Tekken Tag Tournament later this year. Until that time you can take heart in the knowledge that in the real world there are many women that look like men.



Hello guys (and gals)

I love your mag, even the changes you did. I have a few questions.

1) Why do all the PlayStation girls have to look sexy? For instance, Lara has big boobs and a tiny waist. The Dead Or Alive girls wear bikinis. And all I can say is that Jill Valentine' sonly problem is her boob tube (that and running around trying not to get eaten).

2) Why is it that the Ridge Racer V girl looks ugly?

3) Why is it that our PlayStation girl Lara is on the Nintendo and Sega? She's even on the Gameboy! And how come they won't let us have their games?

4) Why is it that games try to attract the boys? What's wrong with the girls?

My friend at school says that the Nintendo 64 has better graphics than the PlayStation, but at least all our games don't look like Ape Escape.

Thanks for your time.

Complainer

PS That thing in issue 14 under the Freakiest Question, it's under the Next Edition thing in issue 13.

PPS James and Kevin, get a haircut.

PPPS Oh by the way, you wouldn't have any FF8 posters to give away?

1) Games have to look sexy to attract boys. More boys play games than girls, so it makes sound financial sense from the perspective of game publishers. Besides, no-one would play games if all the heroines were molls. Get real.

2) I think she's kind of cute.

3) Eidos obviously want to milk the Lara Croft franchise for everything it's worth. After all, it's easier to re-hash an existing idea than come up with something new and interesting. As for Nintendo and Sega, they're afraid that if everyone could play Mario and Sonic on their PSXs that no-one would buy N64s or Dreamcasts, and rightly so!

4) Like I said, the problem with girls is that they don't buy enough games. Fortunately there are plenty of girly titles on PlayStation to keep them happy, like Abe's Exoddus and Final Fantasy.

I hope that clears up some of your questions. As for the "thing" you refer to, go to the comps page of this issue to find out what it's all about. It could be worth your while, especially if you like chewing gum. For the record, no one around the Station office can be arsed getting their hair cut, and finally, no, we do not have any FF8 posters. We had some Cricket 2000 posters, but we burned them.

Dear Station Mag.

I've got a couple of questions, but first I'd just like to make a few appreciative comments about your mag (you seem to like them!). I've been reading your stuff since way back when you were starting up under the official title, and I'm still reading your mag for one reason, Your Style and Attitude. It makes the articles more enjoyable to read when they are full of humorous comments and jokes.

Anyway, on to my questions:

1. Are you aware of an AEON FLUX game coming out or is there one already on the market?

2. What are your thoughts on the Microsoft X-Box, do you think it will be out in time to challenge the almighty PSX 2?

3. As stated in Issue 14, you said PSX 2 would be around \$600-\$700, do you have any info on the price of the games?

4. Will the PSX 2 drive down the price of the original PSX games significantly?

5. What's the story with all this I've

been hearing about a broadband network for the PSX 2?

> Finally, good luck to Narayan Pattison taking the reigns from Kevin.

> > Thanks **Brynley** Cullen

Glad you

ike the

mag, Brynley. For the record. the acronym for the PlayStation 2 is 'PS2." Sony seem to have had a falling out with the letter X, as the newly redesigned PlayStation is being called the

1. A game came out ages ago that was

Sone

originally going to be based on Aeon Flux, but they had to change it at the last minute because they lost the official license. I forget what it was called, but we only gave it something like two out of ten.

2. No way. The PS2 is due on November 30, and the X-Box will be trailing it by a full year. Still, it will be easy to port PC games to Microsoft's new console, so it could even be worth buying in its own right. At the very least the competition should drive up the quality of PS2 titles.

3. That's up to \$749 now, thanks to our weak dollar. The games will probably be about \$90-\$100 each.

4. Probably

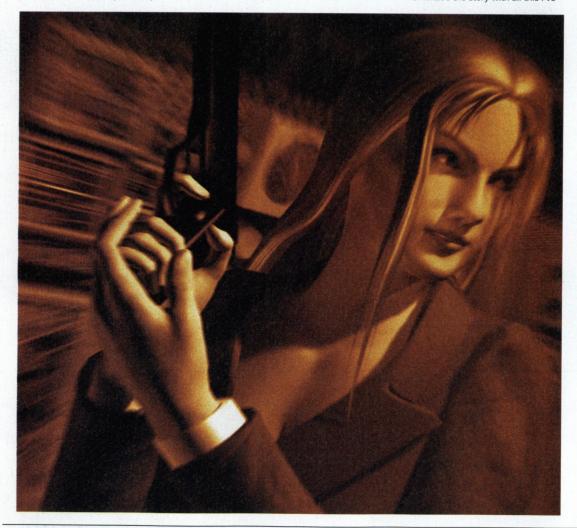
5. In about two years time you'll be able to do all kinds of groovy stuff through your PS2, like watch cable TV and play online games like Everquest. This will of course hinge on the continued rollout of the broadband network, over which these goodies would currently be unprofitable with the small user base. Hopefully PS2 sales will drive this market forward.

As for Narayan, he left Station after only one issue. He's still around though, and if you look around the games section of your Newsagent, you might just catch a glimpse of him.

Dear People at Station

I recently read the Critics' Circle in issue 13 and here's what I think. People aren't getting sick of Lara, they're getting sick of the game. Who could really be sick of Lara, she's a babe! You can't really expect people to still be into Tomb Raider after four installments of pretty much the same game just with different story lines. That's just damn boring.

Recently I purchased Tomb Raider 4





but within the first half-hour I was already sick of it and I haven't touched it since. I also think that Lara really needs a new image, maybe chuck her in a game with Duke or something like that. Thanks for reading my comments, and by the way your mag rocks.

Tim Fiegert

Although Tomb Raider 5 is going to be yet another carbon copy of the first game, the first incarnation of Lara on the PS2 will apparently herald a completely new style of game. We can only hope. Also, you should put more thought into your purchases of \$90 game software. Ever heard of renting?

Hey there

Just a short word from a Station reader... I just HAVE to find out where you got your Transformer tees from!!?? It would be the perfect shirt to wear to a club - I can see it now, swarms of bugeyed clubbers eyeing my sweet Decepticon shirt... now, hopefully being the gentlemanly person you are, you'll be able to impart to me where exactly you got them from (hopefully in Sydney) as I've sought high and low without any luck (obviously there's more than meets the eye). Thanks - and no, I'm not trying to bite your style or anything :) I've always wanted one, and as we're no longer in the 80s it seems a hard task to find one.

Again, merci beaucoup, and all the best as The Man with the Plan at Station (Christ, does Official Aus Playstation mag ever stink or what?)!

Cheers...

Frosty J

Glad you asked, J. The Transformers T-shirts you've seen modeled in the pages of Station are available over the internet from www.giantrobot.com. This is the web site of the most excellent zine "Giant Robot," which we heartily recommend. At their site you can buy Autobot and Decepticon Ts in a wide range of sizes and colours, and you can even get hooded tops! In addition to these knock-offs, Hasbro themselves have licensed their own line of official Transformer T-shirts. Aside from the Autobot and Decepticon logos you can also get shirts with a wireframe picture of a Transformer on the front, and their description from their Tech Spec Decoder Card on the back.

I picked up a couple of these when I was in New York recently. I've yet to see them for sale locally, but you might get lucky if you look through all the American mail order web sites. Failing that, maybe Gowings will come to their senses and stock them, it a product nobody should be without!

Station,

Man are their any like SURFING gams for the PSZ dood that would ROOL dave from manly

There actually is one coming out soon. You can read about it on page 55.

Hiya!

I like playing Tenchu!

Saddam Hussein Baghad, Iraq

You know, the latest intelligence reports suggest that the real Saddam is using the net to download vast quantites of porn. Food for thought.



HELPSTƏLION

MISS NURSE WANTS YOU!

an't find the magic glowing rabbit to get past the third squid boss in the underwater city? Stuck in the boiler room of the old factory? Do you require some level skip codes and invincibility cheats to feel like a real PlayStation success? Write to Ms Nurse. She may just help you!

get ss in m

WRITE TO: MISS NURSE 78 Renwick St, Redfern, NSW 2016, Australia

Email: playstation@next.com.au

COMMAND & CONQUER: RED ALERT

CHEAT CODES

To enter these codes, click on the TEAMS menu with the CANCEL button (CIRCLE by default.) Now move the cursor over the following icons on the menu bar and press the CANCEL button on each.



PASSWORDS - ALLIES

These passwords are for the Allied disk. To use them, make sure the Allied disk is in your PlayStation, then go to the password screen.

Level	Password
2	PJ10C3IEW
3	EC5NAHTU
4	9BFVYZAZ8
5	P4XS4CZVC
5	FMNAE6U08
7	7XIQW4KQI
3	WPLAGLJ2G
)	4TNT8RJ21
10	FZ0ZY7ZQA
11	X9FJZVJZI
12	5RNHTXLRY





13	J7VEWVT09
14	OLHDAPYHL
15	17LF3FDV

PASSWORDS - SOVIETS

These passwords are for the Soviet disk. To use them, make sure the Soviet disk is in your PlayStation, then go to the password screen.

0	
Level	Code
1	17DUXFJ6C
2	VMBWOQ28
3	XN37MCCS
4	LH06FZZQL
5	BUVV20LFF
6	AVYQ10YA8
7	LZRJTMQAN
8	YQX4C9GFH
9	1QESO8LE0
10	RKPOUOXJA
11	CDLKYL7Q4
12	8T5GGDK25
13	X5CDE0KN8

SOYLENT GREEN

This code either turns people into gold or adds their "value" to your money pool. In either case, it only works in multiplayer mode and you need to build a refinery first.

To enter this code, click on the TEAMS button menu with the CANCEL button, then move the cursor over the following icons on the menu bar and press CANCEL on each: X, Circle, Triangle, Triangle, Circle, X Submitted by Max Switchy

Strange secret message from Kane

This code works on both discs. Hold select and turn on the game. A picture of Kane will appear and he will give you his message.



DOOM

FULL GUNS AND AMMO

Pause the game and press X, Triangle, L1, Up, Down, R2, Left, Left.

FULL MAP

Pause the game and press Triangle, Triangle, L2, R2, L2, R2, R1, Square.

GOD MODE

Pause the game and press Down, L2, Square, R1, Right, L1, Left, Circle.

LEVEL WARP

Pause the game and press Right, Left, R2, R1, Triangle, L1, Circle, X.

MAP WITH OBJECTS

Pause the game and press Triangle, Triangle, L2, R2, L2, R2, R1, Circle.

X-RAY SPECS

Pause the game and press L1, R2, L2, R1, Right, Triangle, X, Right.

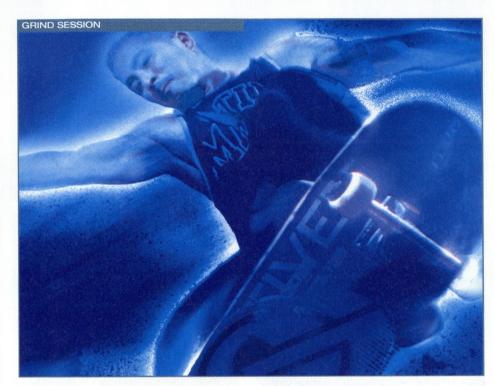
GRAND THEFT AUTO

EASY GURANGA

Go up to a group of Gurangas, or the groups of people making noise and running around following each other. Now, don't shoot them, but instead beat up the person in the front. If you beat him up enough, they will start following you almost anywhere. It's a good way to get a guranga with a machine gun, flame thrower, or other high powered weapon of death.

EASY TANK

HELPSTATION



On the first city, access the second scene (Heist All Mighty.) When you start, run somebody over and wait for the ambulance to arrive. When it does, nick it and drive to the army base, drive in and you can nick the

Note: This only works with an ambulance or a police

FREE CAR BOMBS

In San Andreas, the bomb shop on the southeast end of the Golden Gate bridge will rig your car for free. Enter it before you do anything, and the guy will tell you that you don't have enough money. But then the car is rigged anyway! It might work on other shops but I haven't tried it. My personal use for this is to rig the car they start you off with, since it won't disappear when you leave it, and then get it when you want to use the car bomb.

GAME MUSIC

Insert CD in an audio CD player to hear music tracks 2 and higher.

GO THROUGH FENCES

When you find a fence you want to go through go find a truck or van (something you crawl under instead of over when you press R1). Align the truck so it is parallel with the fence. Get out and crawl under the truck towards the fence, you should come up on the other side.

INVINCIBILITY

Press Square, Triangle, Circle, X (x2), Circle, Triangle, Square at the main menu.

CHEAT PASSWORDS

Enter each of the following as the player name to get the desired effect:

EXCREMENT 5x multiplier **WEYHEY** 9,999,990 points

SATANLIVES 99 lives

CHUFF All cities

TURF or INGLORIOUS All cities (1 and 2)

URGE All cities (1 and 2) - except Vice City 1

GROOVY All weapons

BLOWME Display coordinates

FECK Liberty City (1 and 2)

TVTAN Liberty City (1 and 2) and San Andreas City

EATTHIS Set Wanted level to four.

SKYBABIES Choose any level up to "Mandarin Mayhem".

WEYHEY Skip city

BASTARD 99 lives, 5x multiplier, all weapons, armor, display coordinates, select level, unlimited ammunition and a "Get out of Jail Free" card.

GROOVY All armor, unlimited ammunition and a "Get Out Of Jail Free" Card.

HANGTHEDJ All cities and weapons, lots of money and a parrot picture at the character selection screen.

PECKINPAH All weapons and armor and a "Get Out Of lail Free" card

THESHIT 99 lives, 5x multiplier, all weapons and armor, select level, unlimited ammunition and a "Get Out Of Jail Free" card.

GRIND SESSION

UNLOCK ALL TRICKS

To unlock every trick in the game, press Down, Left, Up, Right, Down, Left, Up, Right while the game is paused in tournament mode.

SHANE WARNE CRICKET '99

TOP OF FORM 1

Bottom of Form 1



Always Wir

To fix the game in your favor, enter the password GETBRIBE.

BETTER BATTER SKILLS

Go to classic matches and enter BATKINGS as the password. This will give you the batting skills of the best batters.

BIG BALL MODE

In the Classic Match Enter the Password "BIGBALLS" in the password section. It will not do anything at this point so then just play a normal classic match either the first one or enter another code to unlock further matchs and then when you bowl the ball will be as big as a beach ball.

CLUMSY FIELDERS

To make the fielders drop their catches, enter the password DROPBALL.

HELMET CAM

For a different viewpoint, enter the password CHRISREA.

PLAY ON THE BEACH

To play cricket on the beach, enter the password SUNSHINE.

SUPER BATTERS

For super strong batters, enter the password SUPERMAN

UNBREAKABLE BATS

To make your bats unbreakable, enter the password SOLIDOAK.

WORLD XI TEAM

Enter the password PENSIONS, then select Friendly or Test Series to play as the World Eleven.

DASSWINDERS

PASSWORUS		
Level	Password	
2	Overtime	
3	Sausages	
4	Dillbert	
5	Batkings	
6	Pancakes	
7	Friedegg	
8	Placebo1	
9	Clueless	
10	Nowaveas	



HELPSTƏLION

TEST DRIVE 6

To enable the following cheats, enter the code as your name.

TOP OF FORM 1

AKJGQ \$6,000,000
DFGY All cars
OPIOP All challenges
ERDRTH or ERERTH All tracks

CVCVBM All "Quick Race" tracks
FFOEMIT Disable checkpoints
NOEMIT Enable checkpoints
OPOIOP No challenges
OCVCVBM No "Quick Race" tracks
QTFHYF Shorter tracks
RFGTR "Stop The Bomber" mode

PREVIEW VEHICLE

Hold L1 + R1 when purchasing a car or selecting one from your garage. Use d-pad to rotate vehicle.

TOMORROW NEVER DIES

50 HEALTH PACKS AND ALL WEAPONS FOR CURRENT MISSION

Pause game and press Select (x2), Circle (x2), L1 (x2), R1 (x2). (Correct entry will resume game.)

CONTROL CAMERA POSITION

Pause the game. Then press Select (x2), Circle (x2), R2 (x2). (Correct entry resumes game.)

CAMERA OPERATION

Action Button

Move ahead R1

Move away L1

Pan left L2

Pan right R2

Pan up Triangle

EXIT DOOR AT ANY TIME

Pause game and press Select (x2), Circle (x2), Square, Triangle, Square to exit a door even if the primary objective has not been completed."

FREEZE OBJECTS

Pause game and press Select (x2), Circle (x2), Select (x2), Triangle (x2). (Correct entry will resume game.) All objects

will freeze, allowing you to literally run to the exit. (Note: Cheat does not affect

GIANT BOND

enemies.)

Pause game and press Select (x2), Circle (x2), Triangle (x4) while standing on a tower. (Correct entry will resume game.) This cheat also makes Bond invincible when he is wearing full armor or in areas where health packs cannot be used.



GOD MODE

Pause the game. Then press Select, Select, Circle, Circle, Triangle, Select.

INVINCIBILITY

Pause game and press Select (x2), Circle (x2), Triangle, Select. (Correct entry will resume game.)

LEVEL SELECT

At the main menu, press Select, Select, Circle, Circle, L1, L1, Circle, L1, L1. A tone confirms correct entry.

MAXIMUM HEALTH

Pause game and press Select (x2), Circle (x2), Up (x2), Select. (Correct entry will resume game.)
Alternately, pause game and press Select (x2), Circle (x2), Up (x2), Down.

MINIMUM HEALTH

Pause game press Select (x2), Circle (x2), Down (x2), Up. (Correct entry will resume game.)

MOVIE MODE

Pause the game and press Select (x2), Circle (x2), L1 (x7) at the main menu. (A tone confirms correct entry.) To view a FMV, select "Mov" at the Options menu. Alternately, complete the game in Agent mode to unlock Movie mode.

REMOVE FIRE

Pause game and press Select (x2), Circle (x2), Select (x2), R1 (x2).

REMOVE OBJECTS

Pause game and press Select (x2), Circle (x2), Select (x2), Square (x2). (Correct entry will resume game.) To disable cheat, reenter

REMOVE ONSCREEN DISPLAYS

Pause game and press Select (x2), Circle (x2), Left, Right, Select. (Correct entry resumes game.)

REMOVE SURFACE TEXTURES

Pause game and press Select (x2), Circle (x2), Select (x2), Circle (x2). (Correct entry will resume game.) To disable cheat, reenter.

RUN FASTER

Pause game and press Select (x2), Circle (x2), Square (x2), Circle (x2). (Correct entry will resume game.)
Repeat to disable cheat.





SEE THROUGH WALLS

Pause game and press Select (x2), Circle (x2), Select (x2), Circle (x2). (Correct entry will resume game.)

SELECT MISSION

Press Select (x2), Circle (x2), L1 (x2), Circle, L1 (x2) at the main menu. (A tone confirms correct entry.)

SPY CAM

To get the spy cam, pause the game, then press Select, Select, Circle, Circle, R2, R2, L2, L2.

UNLIMITED AMMUNITION

Pause game and press Select (x2), Circle (x2), Circle, Triangle.

VIEW BOUNDARIES

Pause game and press Select (x2), Circle (x2), Triangle (x2), Square (x2). (Correct entry resumes game.) Flashing lights indicate the playing field boundaries.

VIEW DEBUG INFORMATION

Pause game and press Select (x2), Circle (x2), L2, R2, L2. (Correct entry resumes game.) To disable cheat, press Select (x2), Circle (x2), R2, L2, R2.

WALK THROUGH WALLS

To walk through walls and climb the mountain in level 1 go to the pause screen and put in the code as following: Select x2, Circle x2, Triangle x4.

WIN MISSION

Pause game and press Select (x2), Circle (x2), Select, Circle. (Correct entry will resume game.)
Alternately, pause game and press Select (x2), Circle (x2), Select, Circle (x2).

90



Every time the RC car attempts to pass you by. simply stand in front of it and wait for it to collide with you. It will stop for a short time. Keep running along and run into him at all costs. Be sure not to land in the cement mixture. You can repeat this process to get the Pizza Planet Coin.

REPLENISH HEALTH

When your health is gone, quickly exit the level then return to it and you should be invincible.

SECRET LEVEL

On level one if you get 100 or more coins go talk to Hamm and he will invite you to the secret room called Woody's workshop. Here you can collect extra hints, cheats, and tips in order to beat the other levels (this will make it easier and will show you were everything

SHORTCUT TO MR. POTATOHEAD'S EAR

In the first level. In the room Hamm is in. Jump on the chair so you go In the air and land. Instead of jumping over to the next platform just walk off and turn around. You should get his ear.

UNLOCK ALL LEVELS

At the title screen press Up 4 times, Down 2 times, Up 2 times, and finally Down 3 times. If the code is done correctly you will unlock all the levels but you still have to complete all the missions because the Pizza Planet Tokens will not be available.



V-RALLY 2

ALL CARS, TROPHIES AND LEVELS

Go to game progression screen at the options menu then press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + Select.

FAST ACCELERATION

Enter your name as LDN

HIDDEN TRACKS

Enter these codes in the name box. you must quit and start a new race to change. After entering the code choose your car, select time trial from the game mode screen, go to Corsica and chose any course. You will be on a track you have never done before. It may not be on tarmac.

CBLC Hidden track 1: Hidden track 2: **CBLCA** Hidden track 3: CBLCB Hidden track 4: CBLCC Hidden track 5: CBLCD



SUPER JUMPS

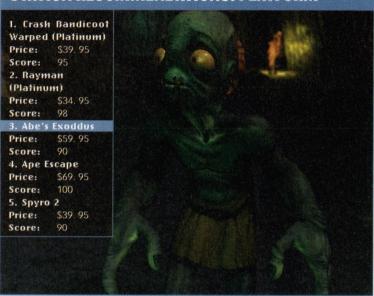
For high flying mode, enter _FLY_ in the name box. Remember the space before and after. Now, everytime you hit a jump, you will be launched twice as high.



BUYER'S GUIDE

Station Magazine has formed the Buyer's Guide to give you, the reader, an idea about the games that have been released over recent months. Use this as a guide when buying your PlayStation software.

STATION RECOMMENDATIONS: PLATFORM



PROJECT S.W.A.R.M.

PUBLISHER:	Acclaim	
GENRE:	Shooter	
PRICE:	\$69.95	
SCORE.	42	

Direct conversion of the abysmal N64 version. Armorines promises Starship Troopers action but delivers a bland and frustrating experience.

ARMY MEN 3D

PUBLISHER:	Sony
GENRE:	3rd Person Shooter
PRICE:	\$59.95
SCORE:	71

The easiest of the Army Men games, Not much in the way of tactical sophistication or friendly graphics. It's rather Spartan really

ARMY MEN: OPERATION MELTDOWN

PUBLISHER:	Sony
GENRE:	3rd Person Shooter
PRICE:	\$59.95
SCORE:	76

Uses the same game engine as 3D, but is set in the Pacific theatre of WW II. More simplistic action abounds, occasionally with real tactics

SARGE'S HEROES

PUBLISHER:	Sony
GENRE:	3rd Person Shooter
PRICE:	\$59.95
SCORE:	81

The best of the Army Men games by far, this one actually has characters and a plot to justify the action. Good, injectionmolded fun

BISHI BASHI SPECIAL

PUBLISHER:	Ozisoft	
GENRE:	Party	
PRICE:	\$89.95	
SCORE:	76	

Perfect for those with short attention spans, this presents almost a hundred different mini games that demand frantic button mashing!

COLIN MCRAE RALLY 2

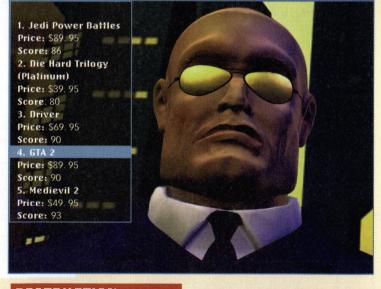
PUBLISHER:	Ozisoft
GENRE:	Rally driving
PRICE:	\$89.95
SCORE:	94

High levels of realism, gorgeous graphics and satisfying long term play make this the best rally driving game yet for PlayStation.

STATION RECOMMENDATIONS: RPG



STATION RECOMMENDATIONS: ACTION



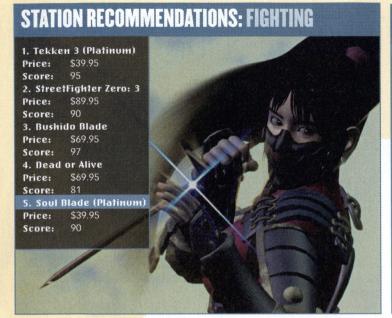
PUBLISHER:	Sony	
GENRE:	Racing	
PRICE:	\$69.95	
SCORE:	79	

Mindless, fender bending racing action. Not terribly deep, but has that pick-upand-play appeal that ensures repeated and extended satisfaction.

DRAGON VALOUR

PUBLISHER	: Sonv	
GENRE:	Action/RPG	
PRICE:	\$49.95	
SCORE:	64	

Zelda-ish dungeon romping with a hint of genealogy. Hack and slash for the glory of your family, or something. Repetitive and unremarkable in all respects.





ECW HARDCORE REVOLUTION

PUBLISHER:	Acclaim
GENRE:	Wrestling
PRICE:	\$89.95
SCORE:	48

Now you can recreate the madcap adventures of your favourite ECW wrestling stars. Another wrestling game clone, perhaps the least original yet.

FRONT MISSION 3

PUBLISHER:	Sony
GENRE:	Strategy/RPG
PRICE:	\$69.95
SCORE:	89

An excellent example of mech combat delivered in a manner that is both cerebral and action-packed. Highly addictive, highly recommended.

GAUNTLET LEGENDS

PUBLISHER:	Ozisoft	
GENRE:	Beat 'em up	
PRICE:	\$89.95	
SCORE:	70	

This is a worthy successor to the ancient arcade classic, but unfortunately only supports up to two player gaming.

GHOUL PANIC

PUBLISHER:	Sony	
GENRE:	Shooting	
PRICE:	\$49.95	
SCORE:	68	

A shooting gallery game that works with the Namco G-Con 45 controller. Not as good as the Point Blank games, but good enough as a change of pace.

GRIND SESSION

PUBLISHER:	Sony
GENRE:	Skateboarding
PRICE:	\$69.95
SCORE:	78
100000000000000000000000000000000000000	

This is a brazen copy of Tony Hawk Skateboarding, with only one or two new features. Possibly useful to those who can't wait for Tony Hawk 2.

GRUDGE WARRIORS

PUBLISHER:	Jack Of All Games
GENRE:	Action
PRICE:	\$49.95
SCORE:	55

Do deadly battle in your dastardly dune buggy against rival gangs of despicable desperados. Highly unoriginal, uninspiring, uncompelling and unnecessary.

HOGS OF WAR

PUBLISHER:	Ozisoft
GENRE:	Turn based strategy
PRICE:	\$89.95
SCORE:	95

Like Worms Armageddon, only in 3D! Pit your squad of WW2-themed pigs against your friends with Rick Mayall from Bottom doing the voices!

IN COLD BLOOD

PUBLISHER:	Sony	
GENRE:	Adventure	
PRICE:	\$69.95	
SCORE:	71	

This big-budget spy thriller makes use of some interesting light-sourcing technology, but the puzzles are just this side of impossible.

LEGEND OF DRAGOON

PUBLISHER:	Sony	
GENRE:	RPG	
PRICE:	\$69.95	
SCORE:	89	

Highly polished, three years in the making, and visually spectacular, Legend Of Dragoon is an RPG fan's dream come true. Not original, but very good.

моно

PUBLISHER:	Jack Of All Games
GENRE:	Arena based combat
PRICE:	\$89.95
SCORE:	85

One or two player action with a variety of different game modes. The novelty factor here derives from the combatants having balls instead of legs.

NBA SHOWTIME NBA ON NBC

PUBLISHER:	Playcorp	
GENRE:	Basketball	
PRICE:	\$89.95	
SCORE:	72	

An unwarranted addition to the swollen field of Basketball games, with unremarkable gameplay and surprisingly poor graphics.

NFS: PORSCHE 2000

PUBLISHER:	EA	
GENRE:	Racing	
PRICE:	\$79.95	
SCORE:	81	

More of the same. Unlock a whole bunch of Porsches through history and observe how the Need For Speed games keep getting worse.

N-GEN RACING

PUBLISHER:	Ozisoft	
GENRE:	Racing	
PRICE:	\$79.95	
SCORE:	67	

Race jet fighters at breakneck speed. Despite the novel approach, there's just not enough reward for your effort, especially when games like Rollcage and Wipeout exist.

PLAYER MANAGER 2000

PUBLISHER:	Sony
GENRE:	Soccer Management
PRICE:	\$69.95
SCORE:	61

If you want a soccer management simulation for your PlayStation, then this is about the best one you can get. If you don't then don't buy it.

RESCUE SHOT

PUBLISHER:	Sony
GENRE:	Shooting
PRICE:	\$59.95
SCORE:	77

Yet another G-Con treat from Namco. This light gun game, due to its short length, low difficulty and storybook presentation is best suited for younger players.

RONALDO V-FOOTBALL

PUBLISHER:	Ozisoft	
GENRE:	Soccer	
PRICE:	\$89.95	
SCORE:	64	

The makers of this knew that it would

STATION RECOMMENDATIONS: RACING



STATION RECOMMENDATIONS: SPORT



sell with Ronaldo on the box, so they didn't even try to compete with ISS Pro Evolution (A better game).

TOMBI 2

PUBLISHER:	Activison	
GENRE:	Action/RPG	. 11 11
PRICE:	\$89.95	
SCORE:	78	

techno beat. Refreshing, different.

A curious combination of platform and RPG elements, Tombi 2 is a feast of sub games. Smooth and entertaining, but holding little replay value.

SPACE DEBRIS

PUBLISHER:	Sony
GENRE:	Space Shooter
PRICE:	\$89.95
SCORE:	58

Very predictable and unrewarding gameplay makes for an unnecessary addition to an already overcrowded

STRIDER 2

PUBLISHER:	Ozisoft	
GENRE:	Platform	
PRICE:	\$89.95	Hilasa Hall Air
SCORE:	80	

Fans of the original will get a kick out of this rejuvenated Capcom classic.

TERRACON

PUBLISHER:	Sony	
GENRE:	Action	一种人们的
PRICE:	\$69.95	
SCORE:	87	

Blast your way across five different planets in a free roaming 3D first/third person action blaster with a catchy

UEFA CHAMPIONSHIP LEAGUE 1999/2000

PUBLISHER:	Ozisoft	1700
GENRE:	Soccer	
PRICE:	\$89.95	
SCORE:	74	

Yet another white elephant soccer game that falls somewhere in between ISS evolution and FIFA 2000 without really.challenging either of them.

VAGRANT STORY

PUBLISHER:	Sony
GENRE:	RPG
PRICE:	\$69.95
SCORE:	92

This is a dungeon crawling adventure full of hacking and slashing, not to mention an awesome combat system. One of the

STATION RECOMMENDATIONS: MULTIPLAYER

1. Worms: Armageddon \$89.95 Price: Score: 100 2. Crash Team Racing Price: \$79.95 Score: 100 3. Hogs Of War Price: \$79 95 Score: 4. Devil Dice Price: \$59.95 80 Score: 5. Bust a Groove Price: \$89 95

80

Score:



most addictive games we've seen in

VAMPIRE HUNTER D

PUBLISHER:	Jack Of All Games
GENRE:	Action
PRICE:	\$89.95
SCORE:	40

Fans of the anime could conceivably get a kick out of this, but the layman will be offended by the poor control and mindless repetition.

VIB RIBBON

PUBLISHER:	Sony
GENRE:	Music
PRICE:	\$39.95
SCORE:	90

One of the most original games we've ever played! Guide a twisted rabbit creature across a surreal musicgenerated obstacle course.

WALT DISNEY WORLD MAGICAL RACING

PUBLISHER:	Ozisoft
GENRE:	Kart Racing
PRICE:	\$89.95
SCORE:	64

This doesn't even come close to reaching the high water mark set Crash Team Racing, and comes out the worse when compared to Muppet Race Mania

WIP3OUT SPECIAL EDITION

PUBLISHER:	Sony	
GENRE:	Racing	
PRICE:	\$49.95	year and the same
SCORE:	91	

The ultimate racing experience on PlayStation. 22 tracks from the Wipeout series under one roof of high res graphics and mellow Euro-trance. Superb!

VORLD CHAMPIONSHIP

PUBLISHER:	Ozisoft	
GENRE:	Snooker	
PRICE:	\$89.95	
SCORE:	85	

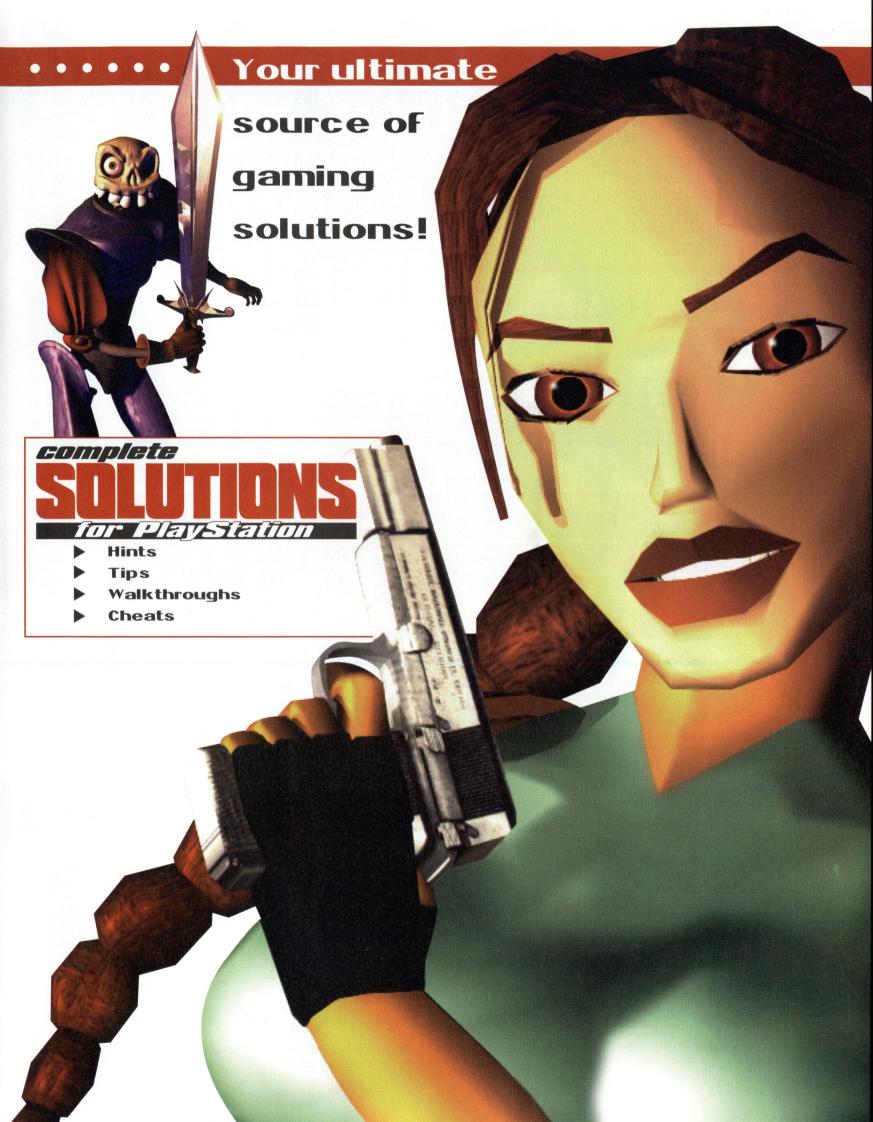
Probably the best snooker game yet for the PlayStation, with amazing visuals and highly realistic physics. Of course, the real game beckons at the pub...

STATION RECOMMENDATION

Price: \$89.95 90 Score: 2. Final Doom \$39.95 Price: Score: 90 3. Point Blank 2 \$59 95 Price: Score: 90 4. Time Crisis Price: \$39.95 Score: 90 5. Omega Boost \$59.95 Price: Score: 80

1. Quake 2





THE CRITICS' CIRCLE

This is where the crew at Australian Station takes a more serious look at the world of PlayStation. The Critics' Circle is a forum where we discuss hot and/or topical issues that affect your enjoyment in PlayStation gaming. This month, we take a look at Sony's strategy with the PlayStation 2.

a world where the sun never sets on sony?

ony Computer Entertainment has had a runaway success with the original PlayStation. Starting as an outsider with no experience in the video game sector, in a little over six years they have mopped the floor with the competition. Using their corporate muscle in the electronics sector, they built their strategy from the ground up, poaching staff and buying subsidiaries as they saw fit. With more PlayStations in living rooms across the world than all of the competing machines put together, Sony seems to have an unassailable position from which to launch the PS2, and with it a strategy to dominate not just our gaming, but our home cinema, internet use, and indeed pretty much every aspect of out lives.

This is not speculation, this is Sony's declared intention as conveyed in a series of press releases they've been penning over the past year. They're ready and rearing to shape the world in their image. But is this confidence warranted? Can Sony really make the leap from quality electronics supplier to world governing body? There are a number of factors affecting the strategy they've chosen, and any one of them could scuttle their plans.

Not least of which is the sheer scale of what they propose. They propose to

market a range of electronic devices that would all talk to each other, either by USB or wireless means. The average family is not going dramatically alter their upgrade path and throw out a TV that works perfectly well if it means a 5% performance boost from the newer, connectable Sony product. Even if the demand existed, Sony would be hard pressed to meet the manufacturing needs of the entire world.

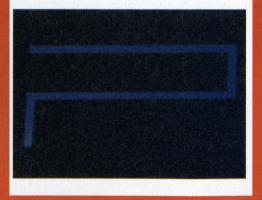
So it looks like Sony are planning to set an industry standard that they would own and other companies would have to follow, after paying a hefty licensing fee, of course. Market research data suggest that the use of hand-held devices to access the internet will explode in the next few years, and Sony's recent deal with Palm, the world leader in palm-top computers, suggests forward thinking in this area. The end consumer will use the PS2 as a base station for their Sony handhelds, to which whatever tidbits they've been gleaning can be uploaded.

From there the PS2 could print it out on the family printer, show it on the family's Sony digital TV, and perhaps automatically update the Sony master database about its user's latest thought process so they can be more effectively targeted by future advertising. Before long we could all be muttering about PlayStations in our sleep.

THE PLAYSTATION 2! SMALL WONDER OR BIG BROTHER?

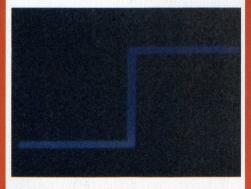
James Cottee

I wonder what's on Bill Gate's mind right now. For years he's had a monopoly on operating systems, and has used the vast cash reserves at his disposal to simply buy out anyone who gets in his way. Microsoft has now identified the game console sector as one where money is to be made, and is producing the so called "X-Box," a stripped down PC disguised as a games machine, designed to take over our living rooms. Gates would be a fool to stop at just games, and I don't think he will. If Sony can take over the games industry, then the world's biggest software company can do the same. And a bit more besides, I'd wager.



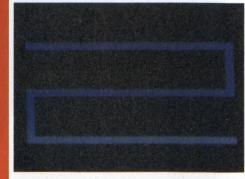
ROD GOLL

I for one am somewhat skeptical of the Sony Greater East-Asia Co-Prosperity Sphere's strategy regarding the PS2. They seem to be hanging a great deal of importance on the concept of the unit being gradually upgraded until it is some sort of mighty uber-console that controls all of the appliances in your house. Not only is this a sure-fire path to a Terminator-esque Al-ruled nightmare future, but I'm thinking that it's all a distraction from the here-and-now quality of the games. I don't care about the PS2 hair-dryer attachment due in five years time. I do care about the ability to play good games on the PS2. It's meant to be a GAMING CONSOLE, not SkyNet.



PETER HORE

I think we're all forgetting
Nintendo's strategy here. As the
games company with the longest history and the
most recognisable character (Mario), I can't see
how their new mega console, the Starcube, can
possibly fail in the latest skirmish of the next-gen
gaming wars. Haha, just kidding. Seriously though,
Sony don't have the whole market to themselves.
There are other brands of game machines on the
market, not to mention TVs, computers, mobile
phones and toasters. The world is changing too
fast to define a single interface standard that could
control them all for all eternity. At least, I hope it is.
That would freak me out.





IT'S THE DAWN OF A NEW AGE IN NEXT MONTH'S ISSUE OF AUSTRALIAN STATION!

PLAYSTATION 2

Sony's long awaited date with destiny is almost upon us! November 30 heralds the dawn of a new era in home entertainment, with the release of the PlayStation 2 and over two dozen games! With titles like Tekken Tag Tournament, The Bouncer and Wipeout Fusion just around the corner, the PS2 is set to take the country by storm! We'll give you the full run-down on all the launch titles, all the accessories you'll want to buy, and everything else you'll need to know about the newest member of your family. You are buying one, aren't you?

DVD MAYHEM!

They've captured the imagination of the Australian public, and are selling faster than any new home entertainment technology the world has ever seen! DVDs offer cinema quality sound and vision in your own home, plus extra features like interviews, trailers, out-takes and vaults full of behind the scenes material. What's more, you can watch them on the PS2! In this special feature we tell you everything you need to know about these modern marvels.

DRIVER 2

Live out all your Hollywood car chase fantasies all over again! With better graphics, better gameplay and more shady hoods than ever before, Driver 2 is ready to explode onto the PlayStation next month. Re-join Tanner as he faces off against the sinister Latin American underworld on the mean streets of Havana, or the windy streets of Chicago. It's going to be huge, and you can read about it right here in Australian Station.

NEXT. EDITON

ALSO COMING NEXT MONTH:

Black & White, Formula One 2000, Medal Of Honor: Underground, Lemmings Revolution, Vanishing Point, You Don't Know Jack, and much, much more!





A Bug's Life Ace Combat 3 Army Men 3D

Azure Dreams B Movie Battle Arena 2 Battle Arena 3 Beast Wars Transform Bio Freaks Blast Chamber Blast Radius Blasto Blood Omen

Bloody Roar Bloody Roar 2 Bomberman Bomberman Fantasy

Brain Dead 13

Brain Dead 13 Brigadine Busby 3D Bushido Blade 2 Bust-a-Groove Bust-a-Move 4

Cancom Gen1

129

130

C: Contra Adventure

Capcom Gen2
Cardinal Sin
Cart World Series
Chocobo Racing

Circuit Breakers

Code Name: Tenka

Colin McRae Rally Colin McRae Rally 2 Colonisation Colony Wars

Colony Wars Veng Command & Conquer

Clock Tower 2

Colony Wars 3

170 FIFA 99

396

397

178 179

180 Forsaken Forty Winks Frenzy Front Mission 3 Future Cop LAPD

185 G Police

Fighting Force Fighting Force 2 Fighting Illusion: K1 Final Doom

Fisherman's Rait: A Rass Fisherman's Bait: A Bass Fisherman's Bait: Big ol' Bass Formula 1 97

Final Fantasy 7

Final Fantasy 8

Formula 1 98

Formula Karts

G Darius

399 G Police 2 212 Gaunlet: Legends

Army Men: Air Attack Army Men: Sarge's Heros Army Men: World War Asteroids Auto Destruct

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140	Cool Borders 3	186	Gex 3: Deep Cover
138	Cool Borders 4		Gecko
141	Courier Crisis	187	Gex: Enter the Gecko
388	Covert Ops Nuclear	188	Ghost in the Shell
	Dawn	189	Gran Turismo
142	Crash Bandicoot 1	190	Gran Turismo 2
143	Crash Bandicoot 2	191	Grand Theft Auto 2
144	Crash Bandicoot 3	192	Grand Tour Racing 98
145	Crash Team Racing	501	Grind Session
389	Croc 2	193	Guilty Gear
146	Croc: Legend	194	Heart of Darkness
147	Crusader: No Remorse	195	Hot Shots Golf
390	Crusaders of M & M	503	Hot Shots Golf 2
148	Cybersled	196	Independence Day
149	Dark Forces	197	Indy 500
391	Dead Ball Zone	198	IS Soccer Pro 98
150	Dead in the Water	504	IS Soccer Pro Evolution
151	Dead or Alive	199	J MaGrath Super X 98
152	Death Trap Dungeon	505	Jackie Chan: Stuntmast
153	Decent	506	Jersey Devil
154	Defcon 5	200	Jet Moto 3
155	Destrega	201	Judge Dread
156	Destruction Derby 2	202	Jurassic Park: Warpath
157	Diablo	203	K1 Arena Fighters
392	Die Hard Triology 2	204	Kagero Deception 2
393	Digimon World	205	Killer Loop
158	Dino Crisis	206	Kiona
159	Dragons Seeds	207	KKND: Krossfire
160	Duke Nukem: Meltdown	208	Knockout Kings
161	Duke Nukem: Time to Kill	209	Knockout Kings 2000
162	Dukes of Hazzard	210	Krazy Ivan
394	Dune 2000	211	Kula World
163	Dynamite Boxing	507	Legend of Mana
395	Eagle 1: Harrier Attack	213	Lego Racers
164	Elemental Gearbolt	214	Libero Grande
165	Eliminator	508	LMA Manager
166	ESPN Extreme Games	215	M.K. Mythologies
167	Everybody's Golf	216	M.K. Trilogy
168	FIFA 2000: Major	217	M.K.4
169	FIFA 98	511	Madden NFL 2000
470	FIFA OO	010	A4 11 NEL 00

222

223

227 Medievil MediEvil 2

378

233

Mission Impossible

MLB 2000

MLB 2001

500 Gekido

Cool Borders 2

Gekido	234	Monster Trucks
Gex 3: Deep Cover	517	Mortal K:Special Forces
Gecko	235	Moto Racer
Gex: Enter the Gecko	236	Moto Racer 2
Ghost in the Shell	237	Motorhead
Gran Turismo	518	MTV Snowboarding
Gran Turismo 2	238	N2O - Nitrous Oxide
Grand Theft Auto 2	239	Nascar 2000
Grand Tour Racing 98	240	Nascar 98
Grind Session	241	NBA Live 2000
Guilty Gear	242	NBA Live 98
Heart of Darkness	243	NBA Live 99
Hot Shots Golf	519	NBA Shootout 2000
Hot Shots Golf 2	244	NBA Shootout 98
Independence Day	520	NCAA Football 2000
Indy 500	521	NCAA GameBreaker
IS Soccer Pro 98	OLI	2000
IS Soccer Pro Evolution	245	Need for Speed 2
J MaGrath Super X 98	246	Need for Speed 3
Jackie Chan: Stuntmaster		Need for Speed V-Rally 2
Jersey Devil	247	Need for Speed: High
Jet Moto 3	241	Stakes
Judge Dread	248	NFL Blitz
Jurassic Park: Warpath	523	
K1 Arena Fighters	249	NFL GameDay 2000
	524	NFL Gameday 99 NHL 2000
Kagero Deception 2 Killer Loop	250	NHL 98
Kiona	251	NHL 99
KKND: Krossfire	525	NHL Championship 2000
Knockout Kings	252	NHL Face Off 98
Knockout Kings 2000	253	NHL Powerplay 98
Krazy Ivan	526	Nightmare Creatures 2
Kula World	254	Ninja: Shadows
Legend of Mana	527	No Fear:Downhill M B
Lego Racers	JEI	Racing
Libero Grande	255	Nuclear Strike
LMA Manager	256	Oddworld: Abe's Exodus
M.K. Mythologies	257	Oddworld: Abe's Odd
M.K. Trilogy	258	ODT ODT
M.K.4	259	One
Madden NFL 2000	260	Pandemonium 1
Madden NFL 98	261	Pandemonium 2
Madden NFL 99	262	Parasite Eve
March Madness 2000	263	Parrappa The Rapper
Marvels SH v St Fighter	264	Pit Fall 3D
Marvels v Capcom: Clash		Pocket Fighter
Mass Destruction	528	Point Blank 2
Max Force	529	Populous:The Beginning
Max Power Racing	266	Porsche Challenge
Max Surfing 2000	267	Poy Poy
MDK	268	Psybadeck
Medal of Honour	269	Quake 2
Medievil	270	Rainbow 6
MediEvil 2	271	Rally Cross
Megaman Legends	272	Rally Cross 2
Metal Gear Solid	273	Rally de Africa
Metal Slug	274	Rampage 2: Universal
Micro Machines v3	275	Rapid Racer
Military Madness	276	Rayman

Ready to Rumble

Rebel Assault 2

Red Alert, C&C Reloaded

		ricoldent Evil Do	,
	284	Ridge Racer Rev	3
	530	Ridge Racer Type 4	
	285	Rival Schools	4
	286	Riven	:
	287	Road Rash 3D	:
		Road Rash:Jailbreak	a) () () () () ()
		Rogue Trip Vac:2012	
	289	Rollcage	,
		Rollcage Stage 2	
		R-Types	,
	292	Running Wild	,
	532	Sammy Sosa Baseball	,
	332	2001	*****
	533		,
	534	Sampras Extreme Tennis Samurai Shodown:	
	534		,
0	000	Warriors Rage	'
2		SCARS	,
	294	Shadow Master	,
	295 296 535	Shane Warne 99	,
	296	Side Pocket 3	1
	535	Silent Bomber	1
		Silent Hill	1
	298	Sim City 2000	1
	536	Sim Theme Park	1
	299	Skull Monkeys	1
)	300	Sled Storm	1
	301	Small Soldiers	1
	302	Smash Court 2	1
	303	Soul Blade South Park Rally South Park:Chefs Luv	5
	304	South Park Rally	1
	537	South Park:Chefs Luv	
		Shack	4
	305	Soviet Strike	ì
		Speed Punks	3
	306	Spice World	,
	318	Spyro 2	-
	207	Spice World Spyro 2 Spyro the Dragon Star Wars: Masters of T	,
	300	Star Wars: Masters of T	-
	539	Star Wars:Episode 1	,
	200	Ctank Daine	,
	309	Steel Reign	-
	310	Street Fighter Alpha 3	-
	311	Steel Reign Street Fighter Alpha 3 Street Fighter Coll2 Street Fighter X+Alpha Street Fighter: Ex 2 +	(
	312	Street Fighter X+Alpha	3
	313	Street Fighter: Ex 2 +	3
	314	Street Racer Street Sk8er Street Sk8er 2 Strider 2 Strider Pro 2000 Super Cross 2000	3
	315	Street Sk8er	Ę
	540	Street Sk8er 2	3
	541	Strider 2	3
	542	Striker Pro 2000	3
	316 543 317	Super Cross 2000	3
	543	Supercross 2000	3
	317	Syphon Filter	3
	544	Syphon Filter 2 T. Makinen World Rally	3
	319	T. Makinen World Rally	3
	320	Tarzan	3
	321	Tekken 2	3
	322	Tekken 3	00
	322 323	Ten Pin Alley	0
	324	Tenchu	0
	325	Test Drive 4	
	520		

26	Test Drive 5	377	Xena Warrior Princess
27	Test Drive 6	Ninte	ndo 64
28	Test Drive Off Road	400	Aero Gauge
29	Test Drive Off Road 2	401	Aerofighter Assault
09	Test Drive: Lemans	402	All Star Baseball 99
45	Test Drive:Offroad 3	403	Armorines: Project SWA
30	Tetris Plus	404	Banjo Kazooi
31	The Fifth Element	405	Battle Tanks
02	The Game of Life	406	Battle Tanks: Global Ass
10	The Last Blade	497	Beetle Adventure Racin
32	The Lost World	407	Bio Freaks
46	The Lost World: Special	408	Body Harvest
	Edition	409	Bomber Man 64
33	The Unholy War	410	Bomber Man Hero
34	Theme Hospital	411	Buck Bumble
35	Theme Park	412	Bust-a-move 2
36	Thrasher: Skate +	413	Castlevania
	Destroy	414	Chamelion Twist
37	Thrill Kill	415	Chopper Attack
38	Thunder Force 5	416	Clay Fighter 63 1/3
39	Tiger Woods 99	417	Command and Conque
40	Time Crisis	418	Dark Rift
41	Tobal 2	419	Diddy Kong Racing
42	TOCA Touring Car	498	Donkey Kong 64
43	TOCA Touring Car 2	420	Doom 64
44	Tokyo Highway Battle	421	Duke Nukem: Zero Hou
45	Tomb Raider	422	Earthworm Jim 3D
46	Tomb Raider 2	499	Excitebike 64
47	Tomb Raider 3	423	Extreme G2
48	Tomb Raider 4	425	F1 Pole Position
49	Tomba!	426	F1 World Grand Prix
50	Tomorrow Never Dies	427	FIFA 98
51	Treasures of the Deep	428	Fighters Destiny
47	Triple Play 2001	429	Fighting Force 64
52	Triple Play 98	430	Forsaken
53	Triple Play 99	424	F-Zero X
54	Twisted Metal 2	431	Gaunlet: Legends
56	Twisted Metal 3	433	Gex 3: Deep Cover Geo
55	Twisted Metal 4	434	Glover
57	V Rally	435	Golden Eye
48	Vagrant Story	436	Harvest Moon 64
49	Vandal Hearts 2	437	Hexen
58	Vigilante 8	438	Hot Wheels Turbo racin
59	Viligante 8: Second	439	Iggi's Reckin' Ball
ffen		440	Infisherman
60	VMX Racing	600	Int Track & Field 2000
61	VR Powerboat Racing	441	IS Soccer 64
62	V's	601	J McGrath Supercross2
50	Walt Disney World Quest		Jet Force Gemini
63	War Games: Defcon1	602	Kirby 64
64	Warcraft 2	443	Knockout Kings 2000
65	Warhammer	444	Madden 64
66	WCW Nitro	445	Madden 99
67	WCW Thunder	446	Mario Cart 64 S
68	WCW v the World	447	Mario Golf
69	Wild Arms	448	Mario Party
70	Wipeout 2097	449	Mario Party 2
71	Wipeout 3	450	Monopoly
72	WORMS Armageddon	454	Monster Truck Madness
73	Wu-Tang: Shoalin Style	451	Mortal Kombat : Mytholo
74	WWF In Your House	452	Mortal Kombat 4
75	WWF War Zone	453	Mortal Kombat Triology
76	WWF: Smackdown	455	Nagano Winter Olympic

	404	Barijo Kazooi
	405	Battle Tanks
	406	Battle Tanks: Global Assault
	497	Beetle Adventure Racing
	407	Bio Freaks
al	408	Body Harvest
	409	Bio Freaks Body Harvest Bomber Man 64
	410 411	Bomber Man Hero
	411	Buck Bumble
	412	Bust-a-move 2
	413	Castlevania
	414	Chamelion Twist
	415	Chopper Attack
	416	Chamelion Twist Chopper Attack Clay Fighter 63 1/3 Command and Conquer
	417	Command and Conquer
	418	Dark Rift
	418 419 498	Diddy Kong Racing
	498	Donkey Kong 64
	420	Doom 64
	421	Duke Nukem: Zero Hour
	421	Earthworm Jim 3D
	422	Earthworm Jim 3D Excitebike 64
	423	
	423	Extreme G2
	425	F1 Pole Position F1 World Grand Prix
	426	F1 World Grand Prix
	427	FIFA 98
	428	Fighters Destiny
	429	Fighting Force 64 Forsaken
		Forsaken
	424	F-Zero X
	431	Gaunlet: Legends Gex 3: Deep Cover Gecko Glover
	433	Gex 3: Deep Cover Gecko
	434	Glover
	435	Golden Eye Harvest Moon 64 Hexen
	436	Harvest Moon 64
	437	Hexen
	438	Hot Wheels Turbo racing
	439	Iggi's Reckin' Ball Infisherman Int Track & Field 2000
	440	Infisherman
	600	Int Track & Field 2000
	441 601	IS Soccer 64
	601	J McGrath Supercross2000
est	442	Jet Force Gemini
	602	Kirby 64
	443	Knockout Kings 2000
	444	Knockout Kings 2000 Madden 64 Madden 99 Mario Cart 64 S
	445	Madden 99
	446	Mario Cart 64 S
	447	Mario Golf Mario Party Mario Party 2
	448	Mario Party
	449	Mario Party 2
	450	Monopoly Monster Truck Madness Mortal Kombat : Mythologies Mortal Kombat 4
	454	Monster Truck Madness
	451	Mortal Kombat : Mythologies
	452	Mortal Kombat 4
	453	Mortal Kombat Triology
	455	Mortal Kombat Triology Nagano Winter Olympics
	100	ragano winter Olympics



4	
456	NAS Car 2000
457	NAS CAR 99
458	NBA Hangtime
459	NBA in the Zone
460	NBA Live 99
461	NFL Qback Club 99
462	NHL 99
463	NHL Breakaway 98
464	NHL Breakaway 99
465	Nightmare Creatures
466	Offroad Challenge
603	Perfect Dark
467	Quake 2
468	Quake 64
469	
470	Resident Evil 2
471	Road Rash 64
472	Robotron X
473	Rush 2 Xtreme Racing USA
474	SCARS
475	Star Wars: Racer
476	Star Wars: Rogue Squad
477	Star Wars: Shadows
604	Starcraft 64
478	Super Cross 2000
479	Super Smash Brothers
480	Superman
605	The Legend of Zelda
481	Top Gear Over drive
482	Top Gear Rally
432	Top Gear Rally 2
483	Toy Story 2
484	Turok
485	Turok 2
486	Turok: Rage Wars
487 488	Vigilante 8 Viligante 8: Second Offence
489	Viligante 8: Second Offence V-Rally
490	Wayne Gretski 3D 98
490	WCW Mayhem

WCW Maynem
WCW Revenge
World Driver Championship
WWF Attitude
WWF Westlemania 2000
XENA: Talisman of Fire

26-06-00, SCIENTISTS BREAK THE HUMAN DNA CODE...

WISH THEY HADN'T







PRAY IT'S NOT INSIDE YOU



